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SEPTEMBER
No. 55
1999

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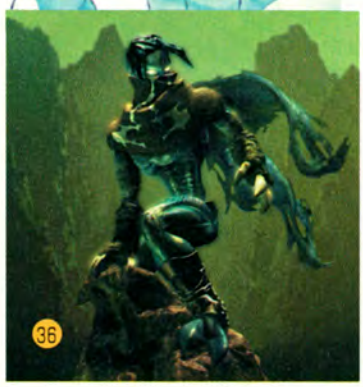
If you're looking for help with a video game, you've come to the right place. Oh, sure...you can shell out $12.99 for one of those fancy "strategy guide" books; you can even spend countless dollars listening to "canned" tips on some pre-recorded 900-hotline. But if you're smart, you're sitting at home with this magazine right now, ready for thousands of tested, working cheat codes and secrets to spill out. Thanks for reading *Tips & Tricks*...and welcome aboard!













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Get ready to sell your soul to the Soul Reaver...or jam with Lammy and the Milk Can band.

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QUOTE OF THE MONTH:
I'm more serious than a cockroach running for his life!
—Joe Chin, Um Jammer Lammy



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THIS IS THE HEART.


TEEN
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Power Up!



Editor in Chief **Chris Bieniek** can't figure out why video game creators continually aspire to make their games more like movies... while many moviemakers try to make their movies more like video games. For example, that "lens flare" effect; isn't it silly for a programmer to simulate a side effect of the moviemaking process that most cinematographers consider to be undesirable?
Current Favorite Games: Hot Wheels Turbo Racing, Shamus, Robotron X, Pokémon Snap



Anatole Brown was disappointed by Metallica's decision to cover "Whiskey in the Jar" on the band's recent *Garage Inc.* LP. He says it's "like doing a cover version of Van Halen's cover version of 'You Really Got Me.'" He does, however, see the irony in "Astronomy"—which should generate some nice royalty checks for the Bouchard brothers, if not for any of the current members of the BÖC.
Current Favorite Games: Dino Crisis, Tondemo Crisis, Time Crisis, Courier Crisis



Jason Wilson dreams of owning an arcade; a vast, well-scrubbed haven where classics like Konami's *Mikie* can coexist with neo-classics like *Street Fighter Alpha 3*, each getting equal play time because Jason would be the only person allowed inside. If open to the public, Jason's fantasy arcade would be overrun by motorcycle gangs who would raid his refrigerator and drink all of his Yoo-Hoo.
Current Favorite Games: NBA Showtime: NBA on NBC, Street Fighter III: 3rd Strike, Mr. Do!, Mortal Kombat Gold



Whenever we test a new game at the *T&T* offices, **Ara Shirinian** will invariably walk in the room, take one look at the screen and snarl, "Heyyy, this looks like a kids' game." A special *T&T* no-prize goes to any reader who can identify the 8-bit NES game that included a voice sample of these exact words...and we may even give a real prize if you can name the movie that the quote came from.
Current Favorite Games: Final Fantasy VIII, Shutokou Battle, Air Force Delta, Guitar Freaks



Like David Letterman and Superdude, **Ione Flores** has suffered from a bit of lactose intolerance as she advances beyond her teenage years. Her toughest challenge has been giving up cheese, as she likes to celebrate the close of each issue of *T&T* with a bit of Gorgonzola. She also has a hard time reading the biographies on this page every month, because they tend to be really cheesy.
Current Favorite Games: Um Jammer Lammy, Croc 2, Desert Bus, Klustar



Patrick Reynolds' first nickname was "Pat." However, one of his childhood pals had a speech impediment and called him "Patch;" before long, everybody was calling him that. College roommates modified "Patch" into "Apache," which evolved into "Chief," then "Chef." We thought his name was "Jeff," but we just call him "Pat" so he doesn't get blamed for any of Geoff Arnold's mistakes.
Current Favorite Games: Crazy Taxi, The Misadventures of Tron Bonne, Hercules (pinball), Get Bass



Geoff Arnold enjoys Nickelodeon's *Hey Arnold* cartoon...but don't ever call him "football-head." You have been warned. As a child, Geoff was a life model for a famous cartoonist's studio. His likeness can be seen all over the world on the familiar Hot Tamale wrapper; he's the little boy whose meal is interrupted by the little girl who demands, "Oh give ME a bite!"
Current Favorite Games: Duck Tales, Mega Man 2, Super Punch-Out!!, Metal Gear



Rich Krupa has a habit of knowingly invading the "personal space" of others; we think it's because he has read way too many of Leo Buscaglia's books. Whenever he steps into a crowded elevator, he likes to face the back as the doors close behind him; he then proceeds to tell everyone how beautiful they all are and how much he loves them.
Current Favorite Games: Metal Gear Solid Integral, Lunar: Silver Star Story Complete, Silent Hill, Driver

TIPS & TRICKS

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We don't usually have the resources to respond to individual letters, but if Simone gets bored, you never know...

BIG HEAD TROUBLE

I really love Nintendo; I play it all the time. I am over fifty and play it all by myself. I do hope you or some of your readers can help me. Please, I would love to finish this game. Taito has a game called *Bubble Bobble* on regular Nintendo. After the password EECFG there is a big head named Grumple Grommit. I can not get past this head. I have been trying for at least three years (on and off). Can someone please give me the next password after him, so I can finish this game? Please try to help me.

—Peggy Dietrich
Preston, MD



There is no "next password," Peggy—you're fighting the game's final end boss! To damage Grumple Grommit, you'll have to get the power-up at the top of the screen, then burst your own bubbles to send lightning bolts at him. It's no easy task, though; you'll have to hit him a great number of times before he goes down. Now, Bubble Bobble *is an unusual game in that—unfortunately for you—two players are required to properly finish the game. It's certainly possible to beat it alone, but if you finish it without a second player, you'll get the so-called "bad ending." Good luck, regardless!*

FREE PLAY

I was reading your April issue when I got to the end of the *Reader's Tips* section. I started to read letters that were asking for a certain issue for free or some games for free. These people really tick me off. I can understand them asking you to try to get a certain game and put a strategy guide in one of your issues, but these people act like they're just so poor. I mean, go ask your parents about this stuff, because this is a little ridiculous. To me, these people bring down our kids' society. In closing thought to those people: Stop it. It gets annoying.

—Kris Williams
Cache, OK

That's right! We're Tips & Tricks, not the "Video Games Donation Service"... so knock it off already!

POP QUIZ

I have a lot of questions for you; hopefully everyone can find the answers quite useful.

1. What share of the profit do publishers and developers split in making a video game?
2. Can a publisher and developer be the same company?
3. About how many video game companies are out there today?
4. About how much money is needed to start a company as a publisher? As a developer?
5. What is needed to be a publisher? A developer? (That is, what materials do they use?
6. About how many people work in one large video game company?
7. What's the starting salary for a computer graphic designer?
8. What was the first video game ever made?
9. What is Ryu's (from *Street Fighter*, of course) last name? His age? His ending from *Street Fighter II*?
10. Would you name all the fighters from the first *Street Fighter* ever?
11. Will you please print my letter?

Thank you for reading.

—Patrice Galliard
Bogalusa, LA

You've got some excellent questions there, Patrice. We don't have great answers for all of them, but we'll give you our best shot:



***Computer Space*, the first commercial video game.**

1. It varies, depending on a LOT of different factors. A developer may even produce a game for a flat fee, never knowing how much money the publisher will earn from the game's

TOKEN OF THE MONTH



Front



Back

This month's token comes from The Video Game Room in East Rutherford, New Jersey; it was sent in by Patrick "PJ" Schuman Jr., who lives in Garfield, New Jersey. Thanks a lot, PJ!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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KONAMI

SOUL OF THE SAMURAI

CUT

THROUGH

THE

CRAP



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PlayStation

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Ryu walks into the sunset at the end of *Street Fighter II*, ignoring the awards ceremony because to him, the fight is everything!

sales in the long run. Some big-name developers may demand a larger percentage of the profits, based on their track record, and some have even developed games "on spec," investing their own money into development and selling finished games to the highest bidder. It's hard to give a straight answer to this question because the circumstances can vary so wildly from one game to the next.

2. Sure can! Many of the larger publishers like Nintendo, Capcom and Konami often develop their own games in-house.

3. If you're just talking about publishers of console video games in North America, our guess is that there are about 75 right now. However, if you include overseas companies, developers and/or publishers of PC games, the number would be in the thousands... maybe even in the tens of thousands.

4, 5. Publishing a game is far more expensive than developing one. As far as development goes, it really depends on the context. If you're a programmer sitting in your basement and you've already invested a few thousand dollars in the necessary hardware and development tools to make games for a particular platform, producing a simple game can be very inexpensive. On the other hand, development costs of a world class, super-complex game like Final Fantasy VIII *can literally cost millions. If you want to start developing games, it's not uncommon to first develop some kind of demo to show to game companies. If your stuff is impressive enough, you might be able to convince a publisher to fund the development of your projects (or theirs). Publishing, on the other hand, is almost impossible to start up out of nowhere. Basically, you have to have a ton of money to invest, then you strike up a relationship with Nintendo, Sony or Sega—or any combination thereof—to become a licensee. After that, it's all about marketing, packaging, advertising and praying.*

6. To give you a few examples: Nintendo has about 1,000 employees in the U.S. alone; Sega has about 4,000 worldwide. The North American offices of certain Japanese companies like Atlus, Natsume and Tecmo have very few employees because their main offices are overseas; conversely, an American game publisher like Activision or THQ can have anywhere from 200 to 700 employees in the U.S.

7. Again, it varies. Assuming that you're referring to a graphic designer for a video game, starting salaries can be as much as $30,000 to $35,000 per year.

8. Spacewar *is widely considered to be the first true video game; it's an outer space shooting game programmed on a PDP-1 mainframe computer at the Massachusetts Institute of Technology by a student named Steve Russell in 1962. The first commercial video game was a coin-operated arcade game called* Computer Space, *which was basically a dedicated version of* Spacewar*; it was produced in 1971 by Nutting Associates under the direction of Nolan Bushnell, the man who would later co-found Atari Corporation.*

9. According to our sources, Ryu's last name has never been revealed. He was born on July 21, 1964. At the end of Street Fighter II, *Ryu turns his back on the award ceremony—leaving Sagat and Vega on the winners' pedestal—and walks off into the sunset in search of new challenges.*

10. The fighters in Capcom's original Street Fighter *(1987) were Ryu, Ken, Retsu, Geki, Joe, Mike (a.k.a. Balrog), Lee, Gen, Birdie, Eagle, Adon and Sagat. Only Ryu and Ken were playable characters, however; the rest only appeared as computer-controlled opponents.*

11. Sure thing; thanks for writing.

T&T Sticker Gallery

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A SWELL RACKET

What's up, *T&T*? I just want to say that your magazine rules and I need some advice. You see, me and my brothers are trying to put on a business to make extra cash to buy the Sega Dreamcast. We've already sold our Nintendo 64 and we're still a hundred bucks short. But we still have plenty of time since it's gonna come out in September. So have any ideas?

—David Anguiano
South Gate, CA

P.S. We've already tried a lemonade stand.

No problem, David. Take five bucks out of your lemonade stand money and pick up a copy of the Tips & Tricks 1999 Video Game Codebook *(or check out page 35 to see how you can get one for free). Take it to school and announce that you're selling video game tips for 50 cents each. Before you know it, you'll have that hundred bucks and maybe even enough left over to buy your N64 back!*

UNHAPPY CAMPER

First off, I would like to start with this: How come everything in your magazine is PlayStation? Have you ever heard of the word "equal?" (Don't give me that crap "'cause there is more Playstation games!") I want an intelligent response! I can see by the way your magazine is set up that it's



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impossible! You always tell your readers stupid things. Your codes are OK, but if you added sports and ratings to your games, *Tips & Tricks* would kick. Now it sucks—but you can make it better.

—Brian Bultema
Winnemucca, NV

OK, Brian...you can live in your little fantasy world where everything is "equal", but don't expect us to room with you. "Hey, look: a new Atari Jaguar game! Oooh, we'd better devote 50 pages to it, 'cause we've got 50 pages of PlayStation coverage! Gotta keep it 'equal' or Brian's gonna think we suck!" I guess you didn't notice that two of our last four issues had Nintendo 64 games on their covers. Well, we've only got a limited amount of space to work with. If you're not getting enough Nintendo 64 info out of Tips & Tricks, maybe you should pick up Nintendo Power *instead; it's a pretty cool magazine. You won't get all of the N64 codes that Tips & Tricks has, but at least you won't have to put up with all of that icky PlayStation info.*

ASTRONOMY

Your magazine rocks, but I have just three questions and one comet.

Question 1: Do you know if *Final Fantasy VIII* is rated T (teen) or M (mature)?

Question 2: Do you think you could probably tell me how *Final Fantasy VII* ends? I borrowed it from someone and got to the demon's gate. I started a game for my friend and I did the saving and when I went to save, I accidentally saved in my slot and I had to give it back. I was really upset.

Question 3: Do you know how to get over 100 items in *Pokémon*? If you don't, I could tell you.

—Jonathan Gritton
Elkhart, IN

1. SquarelEA is expecting to earn a T (Teen) rating for Final Fantasy VIII.

2. We could, but we have a policy against ruining a game's ending for our readers. We tried it a few times in the past, and it was just a bad idea.

3. Sure; you just fight a lot and buy a lot of goodies in the stores. Or are you talking about that program bug that causes the game's item counter to freak out? If so, you're flirting with disaster, 'cause that glitch can destroy your saved game data.

So where's that comet?



We spotted this poster of co-mascots Parappa and Crash hanging on a wall in the Tokyo offices of Sony Computer Entertainment.

MASCOTS OF THE FUTURE

Hi! My name is Aten, I love *Tips & Tricks* and I have a very important question to ask you. I know that Mario is the mascot for Super Nintendo, Sonic the Hedgehog is the mascot for Sega, NiGHTS is the mascot for Sega Saturn and Crash Bandicoot is the mascot for PlayStation. So I was wondering: Who are the mascots for the upcoming PlayStation 2 and Dreamcast? Please let me know.

—Aten Williams
McKinney, TX

P.S. I'm addicted to your magazine.

Aten, there doesn't have to be a one-to-one correspondence between consoles and mascots. And there doesn't have to be just one "mascot" for each company, either. Parappa the Rapper was Sony's official PlayStation mascot in Japan for a long time, and the Japanese Saturn mascot has been a crazy Street Fighter*-style character named Segata Sanshiro. Anyway, Sonic is still a big character for Sega, and as for the new PlayStation...well, that's way too far down the line to predict. It's interesting, though, that the very first public demonstration of the "PlayStation 2" hardware featured a demo of a few hundred penguins chasing Crash Bandicoot across a snow-covered field. And in case anyone is wondering, the unofficial Tips & Tricks mascot is currently a masked superhero named Cheat Biscuit whose picture has only been seen by a handful of outsiders.*

GRAPHIC EDUCATION

First of all, I think *Tips & Tricks* is the best magazine on the planet and no other magazine even comes close. You have always been there for me when I needed your help on video games. Every month I'm at the mailbox just waiting for your magazine. I have been getting your magazine since your January 1996 issue, which featured *Ultimate MK 3* on the front. Anyway, I am planning to be a graphics programmer when I get out of high school and I was wondering if you could find out the best place to go and learn about this job and possibly where I could find a job.

—Scott Craig
Shelbyville, KY

If you want to be a graphics programmer, you can start by picking up graphics magazines and books. Familiarize yourself with what a graphics programmer does. Go to the SIGGRAPH expo next year (www.siggraph.org). You'll most probably have to go to college unless you already have incredible technical knowledge and skill. Junior college doesn't count! Major in computer graphics, then go to a graduate school like UNC: Chapel Hill, which has an excellent graphics program. You'll then be able to specialize in a number of different areas and you'll learn all the technical details about how computer graphics are implemented. If you really want to get serious, you'll have to go this route to earn a MS or phD. If you play your cards right, all the important graphics companies (like Alias/Wavefront) will



***Final Fantasy VIII* will soon be on store shelves with a "T" (Teen) rating.**

be hiding in the bushes out in front of your house, waiting for you to walk by so they can jump out and beg for your services. Of course, that's not the only way to get there, but graphics programming is a very specialized field and it requires intimate knowledge of normal programming beforehand. Unless you're highly disciplined and can teach yourself...unless you already have numerous connections in the industry you want to be involved in...unless you get lucky (don't count on it)...the key to maneuvering yourself into the best possible place to get a job as a successful graphics programmer is a strong education!

TAKING TEMPERATURE

Hey, *T&T*, howz it goin' at the H.Q.? I wanna first say that I am a hardcore fan of your mag. Also, that Ione looks hot! Is there anybody out there that loves *Monster Rancher* as much as I do? (I'll probably sound weird saying this, but that is one of the only games that I ever play). Is it just me or do you guys just have the best job in the entire world? Thanks for rockin'. And remember: When the goin' gets tough, the tough get *Tips & Tricks*.

—Josh Biggs
Fort Worth, TX

P.S. Uhh, is it just me or does Ione look hot?

It's not just you. She's also a great art director with a great personality...and a great fianceé. Heh heh...sorry.

MMMEOWTH...THAT'S RIGHT!

Hi! I know this letter is a little late, but in your March issue (which I bought entirely for the picture of the Team Rocket action figures on page 113), Ara Shirinian wrote that he didn't know why Nyasu (or Meowth, as he's known in America) is the only Pokémon who can speak English. Well, in Japan, there's actually an episode of the TV show which addresses this issue; it's episode #70. In this episode, it shows that Meowth's life started with a memory of being abandoned by his parents. He drifted, doing wrong things in order to survive, when he saw a female Meowth, Madonna. He liked her and tried to impress her, but she said (in Pokémon language) that she didn't like him. So he taught himself to stand on his hind legs and to speak in a human language—but she still wasn't impressed; she thought he was grotesque. Disappointed, he left her to join up with Team Rocket.

Isn't that sad? Luckily, this episode should air this fall. I hope that clears up some of the confusion. Keep up the good work!

—Chris Howell
Roxboro, NC

Thanks, Chris, for the recap of Meowth's history; he's definitely one of the most interesting and unique Pokémon out there.



According to *T&T* reader Chris Howell, Meowth taught himself to speak English in order to impress a potential girlfriend.

MAGAZINE PUBLISHING 101

Why have you been using that "*Street Fighter* Perfection" picture on the back cover of your magazine month after month? It's even on the *Codebook*!

—Devon Vanover
Hazard, KY

Sometimes there are these things called "advertisements." See, there are these people called "advertisers" that give us money, and we have to let them put whatever they want on a whole page of our magazine. Sometimes even on the cover! It's also called "How we can sell this magazine for five bucks 'cause it sure costs more than that to make," or—alternatively—"Why there are any magazines on this earth to begin with."

DUSTED

Great magazine, you guys. I'm just writing to you because I have some questions about the PlayStation.

1. I placed a game in my PlayStation to play but nothing appeared on the T.V. screen; I tried again and still nothing. I tried one last time and the game finally appeared on the screen. I looked in the PlayStation and saw a lot of dust. My question is: What can I do to stop or reduce the dust that is coming into my system?

2. My friends told me about this disk that can reduce dust and clean your PlayStation. I just wanted to know if this is true or not...and if it is, where can I find this disk?

I hope you print this. Thanks, guys.

—Bobby Dinh
San Francisco, CA

Unless you live in the Addams Family mansion, there's only one reason why you should have visible accumulations of dust inside your PlayStation, and it's because you might be leaving the disk drive door open when you're not playing a game. We've been having that problem here in the office; at 5:30 PM every Friday, Jason yanks his Dream Theater CD out of the PlayStation and flies out the door like a bat out of heck. If we didn't go into his office and shut everything down, half of our equipment would be burned out or destroyed; our big Sony TV has the word "VIDEO" permanently burned into the picture tube because it was left on for too many weekends. Anyway, those "cleaning disks" you speak of can be found just about anywhere audio CDs are sold. They're designed to clean the CD player lens. It doesn't matter much if there's dust all over your PlayStation, but if the lens is dirty, you're in trouble.

MORE P.S. THREATS

P.S. Oh, and please publish my letter, my grandma makes wicked brownies!

—Ian Cohee
Houston, TX

P.S. If you do not answer my questions, at all or correctly (actually, to what I want to hear), I will sick my Rattata to bite you from the back and have my Machop trash the building.

—Chuck Moore
Brewster, WA

P.S. May the bird of paradise fly up your nose if you don't print this.

—Danny Warren
Cadet, MO

P.S. I'm 14 and available.

—Beau Hullinger
Kansas City, MO


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PC images shown.

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Um Jammer Lammy™

by Ara Shirinian



Parappa fans rejoice! For those who complained that *Parappa the Rapper* was too short and too easy, Sony has responded by bringing us a sequel that's over twice as long and much, much harder than *Parappa*. *Um Jammer Lammy* even includes two-player cooperative and competitive modes, along with a whole bunch of new features to keep you busy. You'll also see many familiar characters as well as some new ones. Just leave it to Lammy!



Game Progression

Um Jammer Lammy has a number of different modes of play that will become available as you clear stages. Here's a breakdown of how parts of the game unlock as you progress through the game:

Finish this stage...	To unlock this:
Lammy stage 1	Lammy & Rammy stage 2, Lammy stage 2.
Lammy stage 2-6	The corresponding Lammy vs. Rammy stage, and the next Lammy stage.
Lammy stage 7	The corresponding Lammy vs. Rammy stage, Parappa stage 2, and Lammy & Parappa stage 2.
Any Parappa stage	The corresponding Lammy vs. Parappa stage, and the next Parappa stage until stage 7.
Any Lammy & Rammy stage	Manual controller 1 selectable for 2nd player in that stage, the corresponding Lammy vs. Rammy stage, and the next Lammy & Rammy stage until stage 7.
Any Lammy & Parappa stage	Manual controller 1 selectable for 2nd player in that stage, the corresponding Lammy vs. Parappa stage, and the next Lammy & Parappa stage until stage 7.
Any Lammy vs. Rammy stage with Auto level 1	Manual controller 1 selectable for 2nd player, plus Auto levels 2-4 for that stage.
Any Lammy vs. Parappa stage with Auto level 1	Manual controller 1 selectable for 2nd player, plus Auto levels 2-4 for that stage.

Additionally, after you finish a stage in "Cool" mode, a crown will appear on top of the corresponding stage's icon.

Jamming Advice



The mechanics in *Um Jammer Lammy* are quite similar to those of *Parappa the Rapper*. It seems simple enough: Just hit the buttons on the controller that correspond to the sequence of buttons on the screen. However, after playing the game for any length of time, you'll quickly realize that the metrics the game uses to judge your performance are far from what you would expect them to be. One of the most disturbing side effects of this fact is that you can totally screw up a sequence of buttons and still get a considerable amount of points for it. It works the other way too: You think you've executed a button sequence almost perfectly, yet you still end up losing points. Of course, these situations don't occur the majority of the time, but they they do occur often enough to make you wonder, "Hey, what's going on here?"

The first important fact to know is that the points you get for a given button sequence are highly sensitive to how accurately you time those button presses. If you press all the right buttons at the right moments relative to your first button press, but that first button press was just a split-second too early or late, you may not get any points at all. For every button press in that sequence you hit exactly on the nose, you'll gain points. If you press a button at any time that is not one of the set of buttons used in the specific sequence you're attempting, you'll usually lose points (see example 4 below). If you time a button press incorrectly, you'll also lose points. If you omit a button press, you may not gain any points or you may even lose a small amount of points. In either case, the penalty is substantially less than that imposed for other mistakes. In fact, it's far more advantageous to omit a few button presses in a sequence—and make sure the buttons you do press are exactly right—than to try to get in all of the presses and screw up the timing.

Here are some examples. Suppose the button sequence you have to play is this:

△ • ○ • • • △ • ○

Now, you'll gain different amounts of points depending on what you actually do:

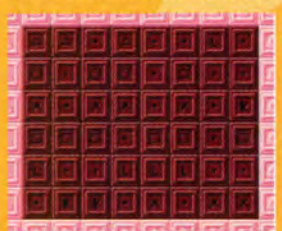
	Play this...	For this many points...
1	△ • ○ • • • △ • ○	12
2	○ • △ • • • ○ • △	8
3	△ • ○ • • • △ • •	7
4	△ • ○ • • • △ • ×	1
5	△ • • • • • △ • •	0
6	△ • ○ • • • △ • △	12
7	△ • ○ • ○ • △ • ○ • ○	15
8	△ • ○ ○ • • △ • ○ ○	30
9	△ • ○ ○ ○ • △ • ○ ○ ○	33



Note that your timing must be perfect in order to get the scores in these examples. If you press buttons a little too late or too early, your actual score may be very different. As you can see, the penalty for missing a small piece of the entire phrase is minimal, as shown in example 3. However, if you omit too many buttons you won't get any points, like in example 5. Sometimes the game will let you transpose some of the button presses—like in example 2—and you'll still get a positive amount of points. Occasionally you'll be able to press a different button and still get the full points as shown in example 6. Finally, examples 7 through 9 show what you've gotta do to gain extra points: Get all of the button presses in the sequence right *and* fill in the spaces with improvised button presses of your own. This is the key to being a "cool" player!

Playing "Cool"

In order to get "cool" to flash on the rating meter, you'll have to get around 70 points or more in one sequence. Then you'll have to get a similar amount of points in the very next phrase in order to fully light up the "cool" indicator. In general, adding more button presses to your sequences will net more points, but sometimes you'll be able to get a really high score in a sequence without pressing too many buttons. It all lies in the timing, however there doesn't seem to be any predictable way to determine what kinds of button presses the game thinks is more or less "cool"—although in general it seems to like sequences interlacing long and short pauses, like × • • × × • ×. It's also useful to press each button in a sequence twice rapidly instead of just once, provided you have time to squeeze it in without screwing up your timing. Unlike *Parappa the Rapper*, you can get "cool" in almost any two consecutive sequences, and you don't have to finish the stage once beforehand.





Once you become "cool," the stage's character will leave you to improvise the rest of the song on your own. If you aren't "cool" enough, your rating will drop back down to "good" and you'll have to resume the stage normally. If you want to stay "cool" until the end of the stage, an easy way to do this is to just repeat the pattern ◆ • • ◆ ◆ • ◆ ◆ •, where ◆ is any button. Do it in rhythm with the tempo of the music and you'll be able to get to the end of the stage in "cool" easily. But wait! There's more: The elusive "fever" mode. Once you finish any stage, if you return to it, a screenful of buttons will appear briefly before the

Um Jammer Lammy

stage begins loading. These are the super-secret button sequences that will enable you to get to "fever" mode after reaching "cool." For each stage, there are six different sequences, each one associated with a color and a button. For every sequence you input successfully, a sunburst will fill the screen with its corresponding color. Input all six sequences and you'll get a rainbow of colors. If you take too long, the sunburst will disappear and you'll be left in regular old "cool."

Effects

Each time you finish stages 2 through 6 with Lammy, you'll get a new effect that can modify your guitar's sound. You can change effects by pressing **SELECT**. Unfortunately, while these effects make your guitar sound really cool, they don't affect the outcome of your score.

LAMMY'S stage 1

Effect Obtained: **None**

Fever Sequences

1 • △ △ • △ R • •
2 • ○ • ○ R ○ ○ •
3 × □ △ ○ • × □ •
4 • □ □ ○ • □ □ •
5 • L • • R • R □
6 • R R R R • • •

Now Wait a Minute! Who is That?!

The first stage can be regarded as more of a practice stage than anything else. You'll only be able to play it using Lammy. All other game types begin at stage 2. Don't be discouraged if you have trouble getting through the first time; the third set of sequences is pretty fast and it's tough to complete without memorizing beforehand.



Kick, punch, you all remember
Chop chop back again, yes forever,
You have many challenges comin' at ya
First is a fire, don't retire, now
Pick,
△
Burn,
○
Slide,
×
and Down
□
Pick,
△
Burn,
○
Slide,
×
and Down
□
Listen to me now as I do my chore,
Nobody ever talks to me no more,
But if a baby were to come, crying out loud,
Do you think you can play and calm it down?
Or, if you're on a plane, how would you play?

Throttle up and down, or away
I just wanna know, can you really go,
With that guitar in hand, I don't know,
Comin at ya
Fly high,
□ • • • □
Sky high,
□ • • • □
Cry loud,
× • • • ×
Shut up,
× • • • ×
Fly, Cry,
□ • • • ×
Pick, Burn,
△ • • • ○
Pick, Cry,
△ • • • ×
and Fly, Down,
□ • • • □
Shake it to the right, shake it to the left
I be the only masta that will give
all the necessary skills to build a guitar,
So you can play in hell, you come far!
Chop,
R
that wood!

Choke
L
real good!
Pick Chop Burn!
△ • R • ○
Cry Fly Choke!
× • □ • L
Burn Cry Slide!
○ • × • ×
Chop Pick Fly!
R • △ • □
Choke Fly Pick!
L • □ • △
Cry Chop Down! Ha ha,
× • R • □
Pick Burn Cry!
△ • ○ • ×
Cry Fly Chop!
× • □ • R
Pick Burn'n Cry!
△ • ○ • ×
Fly Chop Choke!
△ • R • L
PICK BURNIN' CRY FLY, CHOP CHOKE!
△ • ○ • × • □ • • • R • L
I AM A MASTA, AND YOU!?
△ • ○ • × • □ • • • R • L



LAMMY'S stage 2

Effect Obtained: **FLANGER**

Fever Sequences

1 • • △ △ • △ ○ •
2 ○ • △ ○ • ○ • ○
3 × • • × × • R R
4 □ • • □ □ □ • •
5 L R • L R • ○ •
6 R • • • ○ R • ○

B, Back Off! You're in the Way!

This stage is pretty easy as well. In some ways it's actually a bit easier than the last part of the first stage since all of the button sequences are fairly predictable. The easiest place to get "cool" here is in the very beginning of the song. If you're going for "cool" and you don't achieve it early on, it's usually just faster to start the stage over and try again.



Let's get on, Let's get on
△ • ○ • • • △ • ○
Fight the fire, come on now
△ • ○ • • • × • • • □
We gotta put it out quick
△ • ○ • • • △ • ○ • • • ×
That's what I'm talkin bout,
△ • ○ • • • × • • • □

Hold the hose real tight and get ready for a real fight
△ • • • △ • • • ○ • ○ • × • × • □ • □ • L • R
Give these people a show and let's tell them something that's right
△ • • • △ • • • ○ • ○ • × • × • □ • □ • L • R
(having fun)
I've been doing this for years let me tell you little something
(with the funk)
△ • ○ • × • × • ○ • △ • △ • □ • L

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(having fun)
It's a bit of a rush and a bit of a dash!
(with the funk)
△ • ○ • × • × • • • ○ • □ • □
Put it on the fire, real good, put it out cold and feel good
○ • ○ • × • □ • • • L • R • • • △ • △ • ○ • × • • • L • R
If you don't think you're the one, fireman's daily work can't be done
○ • ○ • × • □ • • • L • R • • • △ • △ • △ • △ • ○ • ×□
We be on a role, puttin on a show, lettin people know we're like, no other
△ • ○ • × • △ • ○ • × • △ • ○ • × • □ • • • • • • • L • R
Water over here, and over there so the fire won't spread and go no further
△ • ○ • × • □ • • • ○ • × • □ • L • R • L • R • L • R
Hold the hose real tight and get ready for a real fight
△ • • • △ • • • ○ • ○ • × • × • □ • □ • R • L
Give these people a show and let's tell them something that's right
△ • • • △ • • • ○ • ○ • × • × • □ • □ • R • L

(having fun)
I've been doing this for years let me tell you little something
(With the funk)
△ • ○ • × • × • ○ • △ • △ • □ • R
(having fun)
It's a bit of a rush and a bit of a dash!
(With the funk)
△ • ○ • × • × • • • ○ • □ • □
Put it on the fire, real good, put it out cold and feel good
○ • ○ • × • □ • • • L • R • • • △ • △ • ○ • × • • • L • R
If you don't think you're the one, fireman's daily work can't be done
○ • ○ • × • □ • • • L • R • • • △ • △ • △ • △ • ○ • ×□
Let's get on, Let's get on
△ • ○ • • • △ • ○
Where's the fire? It's out now
△ • ○ • • • × • • • □
Time for lunch, let's go out quick



LAMMY'S stage 3 — After School Sale

Effect Obtained: **HARMONIZER**



The beginning and end of this stage are the most difficult parts, so your best chance to get "cool" is around the middle of the song. Remember, you don't have to hit every single button for each sequence. Some of them require fast button pressing...but don't just mash the controller! You'll usually end up losing a lot of points if you do.



Fever Sequences

1 △ • • △ • △ △ △
2 ○ • • ○ ○ • ○ ○
3 × • • × × • × ×
4 • □ □ □ □ □ □ •
5 • L L • L L L ○
6 R R R • • R R R

(Now put these kids to sleep, will ya!?)
Ma ma ma ma ma ma ma ma ma ma ma ma ma ma ma
△ △ △ △ △ △ △ △ △ △ △ △ △ △ △ △ △
Pa pa pa pa pa pa pa pa pa pa pa pa, pa pa pa
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ • ○ ○ ○
Gimme some milk, gimme some food
△ △ △ △ • • • ○ • ○ ○ ○
Gimme the car, one dat goes voom!
× × × × • • • □ • □ □ □
(Now put these kids to sleep, will ya!?)
I need to potty, or I'll be real naughty
△ • △ △ △ • △ • ○ • ○ ○ ○ • ○ ○
Somebody hold me, somebody hug me
× • × × × • × • □ • □ □ □ • • □
Ma ma ma ma, ma ma
△ △ △ △ • △ △
Pa pa pa pa, pa pa
○ ○ ○ ○ • ○ ○
Somebody come over quick
× × × × × × ×
I'm gonna start a trick
□ □ □ □ • □ □
Cuz here I go
△ △ △ △
Didn't you know
○ ○ ○ ○
I am a kid,
× × × ×



With no control
□ □ □ □
(Now put these kids to sleep, will ya!?)
I think my diaper is wet
△ △ △ △ △ △
I think the bed gon be next
□ □ □ □ □ □
I wanna go, I need to go now
× • × × × • × ×
How much longer, I don't know now
○ • ○ ○ ○ • ○ ○
You are the person who's #$%^&!
△ • • △ △ • • △ L L L L L L L L
Or was it Mama or #$%^&!
○ • • ○ ○ • • ○ R R R R R R R R
(Now put these kids to sleep, will ya!?)
Hey hey Papa, I been good
L L L • L • L • L • L
Now can I please have my food?
R R R • R • R • R • R
(Now put these kids to sleep, will ya?)
Papa can I go and have the toy that make the funny sound-a
△ △ ○ ○ ○ ○ △ △ ○ ○ ○ ○ ○ △ ○ △ ○
Mama can I eat the food that make me feel like million dolla
× × □ □ □ □ × × □ □ □ □ × □ × □
I wanna go to bed right now mama
○ ○ ○ ○ • ○ ○ ○ • • ○ • ○ ○
Buy me that toy before that oh please Papa
□ □ □ □ • □ □ □ • • □ □ □ □



LAMMY'S stage 4 — Now Which One Is My Left Hand?

Effect Obtained: **WAH WAH**

Here's the first really challenging stage. The sequences here are very fast and longer than that of previous stages. The last part of the stage is pretty easy, though, so if you're doing bad you can usually recover by the time you get to the end. Check out Parappa on the monitor in the console in the lower right corner of the screen!



Fever Sequences

1 • • △ △ • ○ ○ ○
2 ○ ○ ○ • △ △ • △
3 • • × × • ○ ○ ○
4 □ • △ △ • □ • △
5 L L • L L • ○ ○
6 R • • × • × × ×

Look up in the sky, gimme all you got, Never give it up, Soldier!
△ △ △ • ○ ○ ○ • × × × • □
Get up in the morn, run around the track! Show me what you got, Soldier!
□ □ □ • × • × • ○ ○ ○ • △
Did I eat my drink??
△ • • • • • ○ • • × • • □
I thought milk was pink??
□ • • • • • × • • ○ • • △
Auto pilot on, auto pilot off!
△ △ R • △ △ L
Little bit of this, little bit of that!
○ × □ • □ × ○
Now do you like munchies?
△ × • ○ • □
I wonder where lunch is??
□ ○ • × • △
1 2, 3 4, 5 6!
△ ○ • × □ • R R
Always give it your best!
△ • • × □ • L L
My knee's in pain
○ △ • □ ×
So is my brain
□ △ • ○ □
Look up in the sky, gimme all you got, Never give it up, Soldier!
△ △ △ • ○ ○ ○ • × × × • □
Get up in the morn, run around the track! Show me what you got, Soldier!
□ □ □ • × • × • ○ ○ ○ • △
I thought I Just made some coffee for me
△ R • L ○ • • L × • • R L
I want some apples and berries to eat
× L • R ○ • • R △ • • L R
Now it's time to move on, it only gets much harder so carry on!
△ • • △ • • △ • ○ • • ○ • • • • × × • • □ • • □ • • R • L • L
You think I'm old now, I got the skills to beat you and knock you out!
△ • • △ • • △ • ○ • • ○ • • • • × × • • × • • □ • • □ • R R R
My knee's in pain
○ △ • □ ×
So is my brain
□ △ • ○ □
Throttle up, flaps down!
R • △ • L • ×



Power up ,gears down!
○ • △ • □ • ×
I'm getting sleepy...
L R • △
I want my sheets
× R • L
Auto pilot on, auto pilot off!
△ □ × • ○ R L
Little bit of this, little bit of that!
L R ○ • × □ △
Now do you like munchies?
△ × • ○ • □
I wonder where lunch is?
□ ○ • × • △
1 2, 3 4, 5 6!
△ ○ • × □ • R R
Always give it your best!
△ • • × □ • L L
In the old days I was a hero but look at me I'm learning just how to fly
△ • • △ • • • • ○ • • ○ • • • • × × • □ • • • R • • L
I'm still wondering when we get to rest, I'm hungry, I'm sleepy don't wanna die
L • • L • • • • R • • R • • • • □ • • • × • • • ○ • • △



PlayStation strategy

PlayStation strategy

LAMMY'S stage 5

You Said Anything, Didn't Ya ?

This stage is actually easier than stage 4. As usual, the best place to get "cool" is in the first six sequences of the song. There's a few tricky places where long and short pauses alternate between button presses, but overall it shouldn't give you any problem.

Effect Obtained: **DISTORTION**

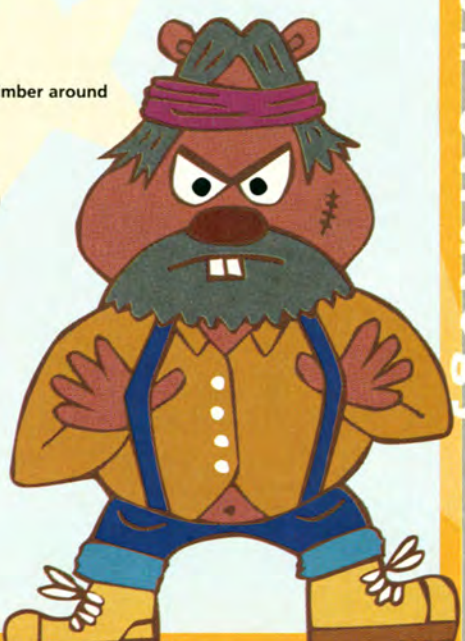
Fever Sequences

1. △ R • R △ • • △
2. ○ ○ • • • R R •
3. • × × ○ ○ • • •
4. □ □ □ ○ • □ ○ •
5. L × • × ○ • ○ ○
6. R R • □ • □ R □

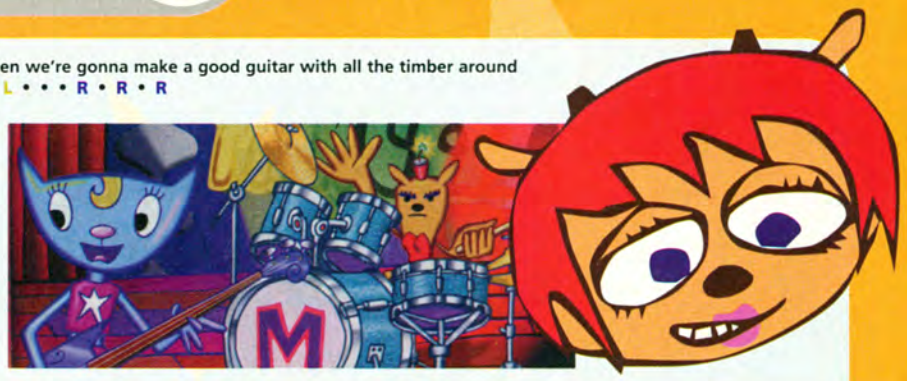
Get up turn your chainsaw on
△ • • • ○ • • □ • • ×
Power off, power on
△ • • • × • • △ • • ○
Now let's start with this tree here
□ • • • × • • △ • • ○
Low gear, high gear
× • • • □ • • △ • • □
Come on hurry, hurry, hurry hurry hurry
△ • • ○ • • • • • □ • • • × • R • • • L
No need to worry, worry the tree gonna grow back surely
△ • • • ○ • • • • • × • • • □ • L • • • R
All I wanna hear is you've come over here. There's no foolin around with deers
△ • ○ • △ • × • □ × □ • • • • R • • R • R • L
Chop all of em down, every single one down, then we're gonna make a good guitar with all the timber around
△ • • • ○ • × • • × □ • □ • • L • • L • L • • • R • R • R
NEVER USE JOE CHIN'S CHAINS FOR THEM
Rockin to the beat of the sun
× • • □ • • ○ • △ • ○
Choppin trees down for the fun
○ • • △ • • × • □ • ×
We gonna make a good guitar
R • L • △ • ○
by givin it all you got
L • R • × • □
Come on girl,
L • • • ×
Hurry it up girl
R • • • ×
OK turn it down turn it up
○ • • • • • □ • • × • • □
Make sure batteries are charged up!
□ • • • • • × • • ○ • • △
Give it all you got, every little muscle that you got inside your little bo, body!
△ • • • ○ • △ • • • ○ • □ • × • × • □ • R • R • • L
I don't wanna hear that you got no time or you're in a hurry to your gig gig, gig
× • ○ • • • × • • • ○ • □ • △ • △ • □ • L • L • • R
All I wanna hear is you've come over here. There's no foolin around with deers
△ • ○ • △ • × • □ × □ • • • • R • • R • R • L







Chop all of em down, every single one down, then we're gonna make a good guitar with all the timber around
△ • • • ○ • × • • × □ • □ • • L • • L • L • • • R • R • R
NEVER USE JOE CHIN'S CHAINS FOR THEM NO!
Jammin, hard slammin, loud banging
○ • • • • • L • × • • • R • R
Rockin rollin all night long
□ • • • • • × • • L • • L • ○
Now that we come so far
△ • ○ • △ • ○
Tell me just who you are
× • □ • × • □
Are you my shining star?
△ • ○ • □ • ×
Let me see your guitar
× • □ • ○ • △



LAMMY'S stage 6

Vital Idol

Fever Sequences

1 △ △ △ • • △ • ○
2 • ○ • • ○ • R L
3 × □ • □ □ • □ •
4 □ □ ○ ○ • × × •
5 • L • • □ • □ □
6 R □ L • • R □ □

Effect Obtained: **REVERB**

Here it is; the hardest stage. If you can get by this one without a problem, the rest of the game will seem like a breeze. This song has the fewest number of lines in it, but the sequences here are both complicated and very long. The strange beat of the music is also apt to confuse you if you're not careful. As we've seen before, the last few sequences are easy enough that it's possible to pull yourself back up to "good" at the last second even if you havn't been playing so hot for most of the song.

I know you're the wild and violent flame
△ • • • • • ○ • • △ • • ○ • L • • × • • R • • × • • □
I still, smell your smoke and I can't play straight with your game
△ • • • • • ○ • • △ • • ○ • L • R • × • L • R • × • □
That doesn't mean, that I am yours, I'm not alone, I'm not a fool, I have a lot to give
L • • △ • • R • • ○ • • L • • △ • • R • • ○ • • × • • □ • □
In any case, it's up to you, if you can show that you can give more than I got to give
L • • △ • • R • • ○ • • L • • △ • • R • • ○ • × • × • □ • □
It might be you, or maybe you, my mind is jumping back and forth and up and down
R • • • L • • R • • L • • R • • △ • • ○ • • × • • □ • • △
Somebody come and rescue me before an angel comes to take me round and round
R • • • L • • R • • L • • R • • △ • • □ • • × • • ○ • • △
I only wanted you to, come over here, cuz I can think of something for me and you to do
△ △ • ○ • ○ • • × • × • • • ○ • ○ • L × • × • R • R • R
If I can have another, another dream, the devil would come back to pick me up with you
△ △ • ○ • ○ • • × • × • • • ○ • ○ • L □ • □ • R • R • R
I wanna be a girl, that has a lot to give, never caught alone, never shedding tears.
L • • △ • △ • • ○ • • ○ • ○ • × • × • × • □ • □ • □
So I need a man, that really understands every little thing and knows my fears
L • • △ • △ • • ○ • • ○ • ○ • × • • • × • □ • • • □
It might be you, or maybe you, my mind is jumping back and forth and up and down
R • • • L • • R • • L • • R • • △ • • ○ • • × • • □ • • △
Somebody come and rescue me before an angel comes to take me round and round
R • • • L • • R • • L • • R • • △ • • □ • • × • • ○ • • △
I only wanted you to, come over here, cuz I can think of something for me and you to do
△ △ • ○ • ○ • • × • × • • • ○ • ○ • L × • × • R • R • R
If I can have another, another dream, the devil would come back to pick me up with you
△ △ • ○ • ○ • • × • × • • • ○ • ○ • L □ • □ • R • R • R

Oh I do hope that the , that the time comes
△ • L △ • L △ • R L △ • ○ • ○
Time has come for me to, me to have fun
R • L R • L R • R L △ • □ • □
I'm talking bout a lot of fire
△ • • × • L
I'm talking bout no getting tired
R • • □ • ○
Forever and ever
○ • • • □
Together forever
× • • • △







LAMMY'S stage 7

MILKCAN, That's Us!

Fever Sequences

1 • △ △ • △ • ○ ○
2 • ○ ○ ○ ○ ○ ○ •
3 • × × × × • • •
4 • □ □ □ □ • □ □
5 L • • □ □ □ L L
6 • R R R R • • R

Effect Obtained: **NONE**

Well, it's Lammy's last stage. This is the longest song, but—fortunately—it's quite easy and there are lots of opportunities to get in extra points. Relax and have fun! Once you finish, you'll be able to start all over using Parappa with different songs. Check him and Rammy out in the audience at the end of the stage!



No cuttin' corners
She's on the border now
No shedding tears,
× • △ • • • ○
Goal is real near
○ • □ • • • △
Trying to shift,
△ • • • □
Into gear
○ • • • ×

That's when I see ya comin',
△ • • × • □ • • • • ○
Prevent me from running
□ • • ○ • × • • △ • R
Get up trying to psych myself
△ • • △ • • × • × • ○ • • □
Cuz it doesn't work with no one else
○ • • ○ • • □ • □ • × • • △
All of this hype all around,
△ • × • • • □ • • • ○

Seems like, a waste of time
□ • L • • • × • ○ • △
From uptown to midtown, trying to get downtown
△ • • ○ • • × • • □ • • △ • • □ • • × • • ○
But I'm not getting close I'm just running running round
△ • • × • • ○ • • □ • • △ • • × • • □ • • ○
Always at my best,
△ • • □ • • ○
Giving it my best
× • • □ • • ○





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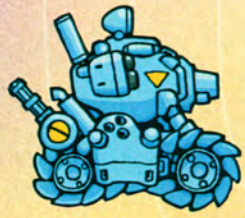
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Um Jammer Lammy

I don't need no rest,
× • • △ • • R
It's my test now
○ • • □ • • R • • L
And I'm in a beat,
△ • • □ • ○
That's very unique
□ • • × • • ○
And I know that I,
△ • • × • • L
I"m running for me
○ • □ • • R
Got to move
L • × • • △
With the groove
R • □ • • ○
I got to go on
L • R △
I got to move on
△ • L R
I got to get on
No cuttin' corners
She's on the border now

I'm facing all the problems that'll get me
× • △ • ○ • × • △ • L • R
Cuz I don't really wanna spend the time see
○ • × • R • L • □ • △ • □
All of this hype all around,
○ • □ • • • × • • • △
Seems like, a waste of time
△ • □ • • • × • L • □
Let me tell you, let me give everybody little something
L • • △ • • L • • □ • • • × • • L • ○ • △
In life, you just can't get going around cutting corners
L • • △ • • L • • × • • • ○ • • △ • □ • ×
Always at my best,
○ • • □ • • △
Giving it my best,
○ • • □ • • ×
I don't need no rest,
R • • △ • • ×
It's my test now
L • • R • • □ • • ○
And I'm in a beat,
○ • • □ • △

That's very unique
○ • • × • • □
And I know that I,
L • • × • • △
I"m running for me
R • □ • • ○
Got to move
△ • × • • L
With the groove
○ • □ • • R
I got to go on
△ • R L
I got to move on
R • L △
I got to get on
No cuttin' corners
No cuttin' corners
She's on the border now





PARAPPA'S stage 2

On Monday



Fever Sequences

1 • △ △ • △ △ △ •
2 • ○ ○ ○ • • ○ •
3 × × • × × × × •
4 □ • □ □ • • • □
5 • L L • L △ • •
6 R L • R • • R •

Uh yes, welcome to the fire
△ • • ○ • • × • L R □
This has been my long desire
△ △ • ○ • × × • □
Come, help me put this out
△ • • ○ • • × • • □
Bring it down without a doubt
△ • □ • × • • • ○
Lookin up high I see all the smoke, you better help me put this out without a choke
△ • △ • ○ • • ○ • × • • × • • □ □ • □ • L • • L • R • • R
Push the button, and just pull the chain, Then out comes heavy pouring rain
△ • • △ • • L • ○ • • ○ • • • • × • • × • • R • □ • • □
(having fun)
Squirt it down lower, Squirt it up high
(with the funk)
○ • R • × • • • □ • L • △
(having fun)
Squirt it to the left, and squirt it to the right
(with the funk)
× • □ • L • ○ ○ • • △ • R
Slam the water smack right on the fire, extinguish the flame cuz that's my desire
△ • • △ • • L • ○ ○ • • R • • × • • • • R • □ • • □ • L
Come on now the fire's almost out, then you're on your way just leave and go about
△ • • △ • • ○ • ○ • ○ • • • • • × L × L × L □ • □ • □
We be on a role, puttin on a show, letting people know we jam together
△ • △ • L • □ • □ • L • × • × • L • • ○ • R
Give it all you got with all your might, you better not go down without a fight
△ • △ • △ • • △ • • L • • ○ • • × • × • × • □ • • • R
Lookin up high I see all the smoke, you better help me put this out without a choke
△ • △ • ○ • • ○ • × • • × • • □ □ • □ • L • • L • R • • R
Push the button, and just pull the chain, Then out comes heavy pouring rain
△ • • △ • • L • ○ • • ○ • • • • × • • × • • R • □ • • □
(having fun)
Squirt it down lower, Squirt it up high
(with the funk)
○ • R • × • • • □ • L • △
(having fun)
Squirt it to the left, and squirt it to the right
(with the funk)
× • □ • L • ○ ○ • • △ • R
Slam the water smack right on the fire, extinguish the flame cuz that's my desire
△ • • △ • • L • ○ ○ • • R • • × • • • • R • □ • • □ • L
Come on now the fire's almost out, then you're on your way just leave and go about
△ • • △ • • ○ • ○ • ○ • • • • • × L × L × L □ • □ • □
Uh yes, welcome to the fire
△ • • ○ • • × • L R □
Fire's out, I'm not a liar
△ • • ○ • • L L • • △
Time for lunch, yeah I'm outta here ***





PARAPPA'S stage 3 — On Tuesday



Fever Sequences

1	△ • • △ • △ △ △
2	• • • ○ ○ • ○ ○
3	• × × • • • × ×
4	□ • • □ • • □ □
5	L L L • • L • L
6	R • R R • • • R

(Now put these kids to sleep, will ya!?)
Ma ma ma ma, ma ma ma ma
△ △ △ △ • △ △ • △ △
Pa pa pa pa, pa pa pa pa
○ ○ ○ ○ • ○ ○ • ○ ○
Gimme some milk, gimme some food
△ • △ △ • • • • ○ • ○ ○
Gimme the car, one dat goes voom!
× • × × • • • • □ □ □ □
(Now put these kids to sleep, will ya!?)
I need to potty, or yes I'll be naughty
△ △ △ △ • ○ ○ • ○ • ○ ○
Somebody hold me tight somebody hug me
× • • × • × × • □ • • □ □
Ma ma ma ma.....
△ △ △ △
Pa pa pa pa.....
○ ○ ○ ○
Somebody come here quick
× • • × × ×
I'm gonna start a trick
□ □ □ • □ □
Here I go,
△ • △ △
Didn't you know
○ • ○ ○
I am a kid,
× × × ×

With no control
□ □ □
(Now put these kids to sleep, will ya!?)
I think I'm wet
△ △ △ △
I think you're next
□ □ □ □
I need to go you know,
× × × × ×
Can't hold much longer you know
○ ○ ○ ○ • ○
Are you the person who's name's Parappa rappara...
△ △ △ △ • • △ △ L L L L L
Or was it Ma ma ma....
○ ○ ○ R R • R R R R R
(Now put these kids to sleep, will ya!?)
Hey hey Papa, don't you think I'm good?
L L • L L • L • L L L L
Now can I please have my food?
R • R R • R • R • R R
(Now put these kids to sleep, will ya!?)
Papa can I have the toy that make the sound?
○ ○ △ △ ○ ○ △ △ ○ ○
Mama can I have the food that taste good?
□ □ × × □ □ × × □ • ×
I need to go to bed for real mama
○ ○ ○ ○ • ○ ○ • ○ ○ • ○
But buy a toy for me before Papa
□ □ □ □ • □ □ • □ • • □



PARAPPA'S stage 4 — On Wednesday

Fever Sequences

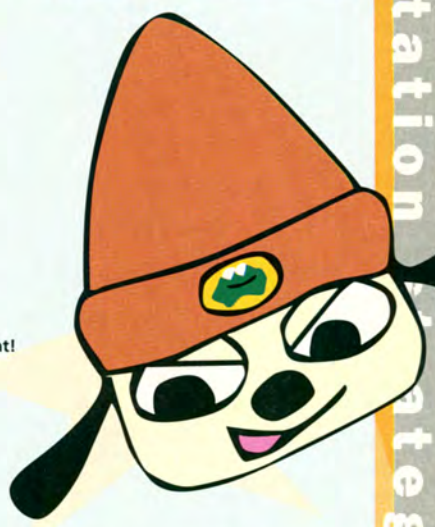
1	△ • • △ △ △ △
2	○ ○ • ○ • × × •
3	× • ○ • ○ ○ • ○
4	□ □ □ • • □ □ •
5	L • • L • • L L
6	R R • ○ • ○ ○ •

Set up the flaps, turn the lights, fasten your seat belts, for the fight!
△ • △ • ○ • ○ • × × × × • □ □
Get up in the morn, run around the track, show me what you got Soldier!
□ □ □ × • × • ○ ○ ○ • △
Did I eat my drink ??
△ • ○ • × □
I thought milk was pink ??
□ • × • ○ △
Auto pilot on, auto pilot off!
△ △ R △ △ L
Little bit of this, little bit of that!
○ × □ ○ × △
Just gimme your munchies
△ × • ○ • □
I wonder where lunch is?
□ ○ • × • △
Wear your bullet proof vest!
△ ○ • × • □ R
Always give it your best!
L • • □ • × ○
I'll miss my train
○ △ • □ ×
I'll miss my brain
□ △ • ○



Set up the flaps, turn the lights, fasten your seat belts, for the fight!
△ • △ • ○ • ○ • × × × × • □ □
Get up in the morn, run around the track, show me what you got Soldier!
□ □ □ × • × • ○ ○ ○ • △
Bring all the food and the drinks all for me
△ R L ○ R • L × • R • L □
I want some apples and blueberries to eat
× L R ○ • • L R • △ • L R
You think I'm old, you think I'm cold, I may be bold, you're right, I never had the gold!
△ △ △ △ • • ○ ○ ○ ○ • • × × × × • • □ □ • • R R • L • L
But I don't care, even if I don't have hair, the only thing that matters in life's to take care!
△ △ △ △ • ○ • ○ ○ ○ • ○ ○ • × × • × × □ • □ □ • R R • R

I'll miss my train
○ △ • □ ×
I'll miss my brain
□ △ • ○
Throttle up, flaps down!
R • △ • L • ×
Power up, gears down!
○ • △ • □ • ×
I'm losing beats
L R • △
I want my sheets
× R • L L
Auto pilot on, auto pilot off!
△ ○ × □ R L
Little bit of this, little bit of that!
L R □ × ○ △
Just gimme your munchies
△ × • ○ • □
I wonder where lunch is?
□ ○ • × • △
Wear your bullet proof vest!
△ ○ • × • □ R
Always give it your best!
L • • □ • × ○
Do you think that I'm old enough to fly, I don't know son, I just wanna try
△ • △ △ • △ △ • ○ • ○ • • ○ ○ • × × × • × • □ • • □ • □
I'm still wondering, when I die, I hope I get to eat I hope I don't cry
L L • L • • • • R • R R • • □ □ • × × • × × ○ ○ ○ ○ • △



Um Jammer Lammy

PARAPPA'S stage 5

Get up turn your chainsaw on,
△ ○ • • △ • × • • • □
It's time to get your power back on
□ × • • □ • ○ • △ • ○
Now let's start with this tree over here
× • □ • × • △ • ○ • • △
Cuz I know we need to get in high gear
○ • △ • ○ • • □ • × • □
Come on hurry, I need you to hurry, I thought you're in a hurry, but don't worry
△ • • L • • ○ ○ • ○ • L • • × × × • • L • • • • □ • • R
No need to worry, cuz I know the deal, the trees'll grow back for sure, that's for real
□ • • L • • × • × • • × • • ○ ○ • ○ • ○ • • R • △ • • R
Ain't this fun? Having fun in the sun, I love choppin down trees just for fun
× • × • ○ • ○ • • ○ • △ • • □ • □ • □ • • L • • L
Don't forget uh, I mean for real, My chainsaws rule the world with appeal
× • • • × • • ○ • • ○ • • △ △ • • • □ • □ • □ • L • R
NEVER USE JOE CHIN'S CHAINS FOR THEM
Rockin with the beat, rollin with the heat
△ • ○ • □ • • × • • R • L
Choppin down trees, just for fun
L • R • × • • • □ • • ○
We gonna make a good guitar with this wood
× • • △ • ○ • □ • • R • • L
So give it all you got girl, I mean for real
L • • R • □ • ○ • • △ • • ×
Come on hurry, I need you to hurry, I thought you're in a hurry, but don't worry
△ • • L • • ○ ○ • ○ • L • • × × × • • L • • • • □ • • R
No need to worry, cuz I know the deal, the trees'll grow back for sure, that's for real
□ • • L • • × • × • • × • • ○ ○ • ○ • ○ • • R • △ • • R
Ain't this fun? Having fun in the sun, I love choppin down trees just for fun
× • × • ○ • ○ • • ○ • △ • • □ • □ • □ • • L • • L
Don't forget uh, I mean for real, My chainsaws rule the world with appeal
× • • • × • • ○ • • ○ • • △ △ • • • □ • □ • □ • L • R

Fever Sequences

1 △ △ • △ • • L •
2 ○ • ○ ○ • □ • •
3 × • × × • × • R
4 □ □ □ • □ □ • □
5 L • • L L L • •
6 • R R • × • × ×

NEVER USE JOE CHIN'S CHAINS FOR THEM NO!
Rockin with the beat, rollin with the heat
△ • ○ • □ • • × • • R • L
Choppin down trees, just for fun
L • R • × • • • □ • • ○
Now we come far,
○ • △ • ×
Tell me who you are
□ • ○ • △
You must be a star,
× • □ • ○
let's see your guitar
△ • R • • L



PARAPPA'S stage 6 — On Thursday

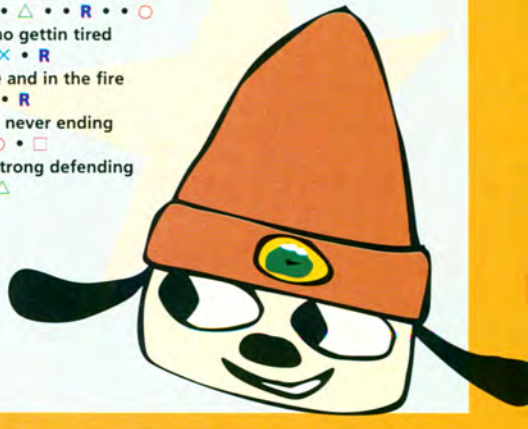


I still feel and smell your smoke and I can not play, straight with your game
△ • • ○ • • • △ • • ○ • • L • • × • • R • • × • • □ • □
Cuz I know that you're gonna behave, like a child from the world way up above
△ • △ • L • ○ • ○ • • • R • × • × • × • • □ • □ • • □
In any case, it's all up to you, if you can show me just what you can do
△ • • △ • • ○ • ○ • • R • • × L • × × • • • □ • □ R • L
I sure hope that you ain't no bluff, I've seen many many of those, I've had enough
△ • • L • × × △ • • L • • ○ • ○ • R • R • • □ • □ • □
Somebody come and rescue me quick, or I'm gonna be the angel's next pick
□ • • R • • R • • □ • L • • ○ △ • △ • □ • • × • • × • L
You don't wanna see me get hurt, The angel's been mean to me that's for sure
□ • • □ • • × • • × • L • • △ △ • R • • • • ○ • ○ • • L
If I can have, have another wish, I want the devil to join my next dish
○ • • □ • • □ • • × • L • • • • △ • • △ • • ○ • • R • L
But if I can't have another one, I'll turn my back and go on the run
□ • • □ • • ○ • ○ • • R • • △ △ • • L • • • × • × • • R
In any case, it's all up to you, if you can show me just what you can do
△ • • △ • • ○ • ○ • • R • • × L • × × • • • □ • □ R • L
I sure hope that you ain't no bluff, I've seen many many of those, I've had enough
△ • • L • × × △ • • L • • ○ • ○ • R • R • • □ • □ • □
Somebody come and rescue me quick, or I'm gonna be the angel's next pick
□ • • R • • R • • □ • L • • ○ △ • △ • □ • • × • • × • L
You don't wanna see me get hurt, The angel's been mean to me that's for sure
□ • • □ • • × • • × • L • • △ △ • R • • • • ○ • ○ • • L

Fever Sequences

1 △ △ • △ △ • △ •
2 • ○ ○ ○ ○ • ○ •
3 × • • × • • R R
4 □ • □ • • □ □ □
5 L L • L • L L •
6 R R • R R • • R

If I can have, have another wish, I want the devil to join my next dish
○ • • □ • • □ • • × • L • • • • △ • • △ • • ○ • • R • L
But if I can't have another one, I'll turn my back and go on the run
□ • • □ • • ○ • ○ • • R • • △ △ • • L • • • × • × • • R
Time comes for me, for me to have fun
○ • ○ • □ • • □ • • △ • L
But I don't like fun in the sun
× • × • □ • △ • • R • • ○
Talkin bout no gettin tired
△ • • × • × • R
Staying close and in the fire
△ • × • R • R
Nonstop and never ending
○ • • • ○ • □
Always the strong defending
× • • × • △



PARAPPA'S stage 7 — On Friday



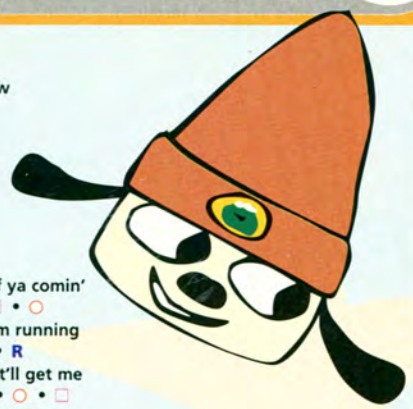
Fever Sequences

1 △ • • ○ • • ○ △
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5 • L L • L L L •
6 • R R • △ △ R •



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Um Jammer Lammy



No cuttin' corners
She's on the border now
No time for tears
× • △ • • ○
the goal is near,
○ • • □ △
I'm trying to shift
△ • • △ □
to a higher gear
○ • △ • • ×
That's when I see, all of ya comin'
△ • • × • • □ • • □ • ○
Just to, prevent me from running
□ • ○ • • × • • △ • R
Facin' the problems that'll get me
△ • • • • △ × • × • ○ • □
I don't wanna spend no time see
× • × • • ○ • □ □ • △
I guess all the hype that I could handle
× • • △ • • □ • • • × □
Was taken care of yes, when I was little
□ • • ○ • • △ • × × • L
But let me give you, a word of advice, it seems like a waste of time but it's nice
△ • • ○ • • × • • □ • • • • △ □ • × • ○ • • △ • R • • L
And in life, struggle will help you later, no cuttin' corners
△ • • L • • ○ • • • □ • • L • • × • • ○
And I'm in a beat
△ • □ • • ○
Cuz I got the moves
× • □ • • ○
I don't need time to rest
× • • △ • • R
You know I got the groove
△ • • × • • ○
And I would give you my best
△ • • □ • • ○
Running from east to west
R • • L • • ○
Got the moves y'all
△ • • × • L
Diggin' the groove y'all
○ • • □ • R
Hippity hop y'all
L • • × • △
Tippity top y'all,
R • • □ • ○



Go on
R • • ○
Move on
L • • ○
Get on
No cuttin' corners
She's on the border now
Facin' the problems that'll get me
△ • • • • △ × • × • ○ • □
I don't wanna spend no time see
× • × • • ○ • □ □ • △
All of this, hype from all around
○ • □ • • × • • △ △
Seems like a waste of time with big sound
△ ○ • × • • □ • • △ • ○
But let me give you, a word of advice, it seems like a waste of time but it's nice
△ • • ○ • • × • • □ • • • • △ □ • × • ○ • • △ • R • • L
And in life, struggle will help you later, no cuttin' corners
△ • • L • • ○ • • • □ • • L • • × • • ○
And I'm in a beat
○ • □ • • △
Cuz I got the moves
○ • □ • • ×
I don't need time to rest
R • • △ • • ×
You know I got the groove
○ • • × • • △
And I would give you my best
○ • • □ • • △
Running from east to west
○ • • L • • R
Got the moves y'all
L • • × • △
Diggin' the groove y'all
R • • □ • ○
Hippity hop y'all
△ • • × • L
Tippity top y'all,
○ • • □ • R
Go on
○ • • R
Move on
○ • • L
Get on
no cuttin' corners
no cuttin' corners
She's on the border now



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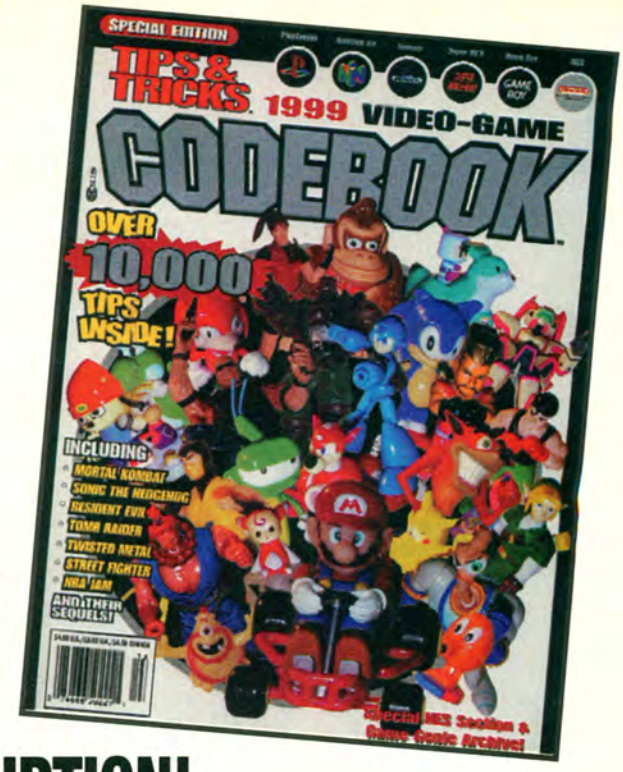


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LEGACY of KAIN SOUL REAVER

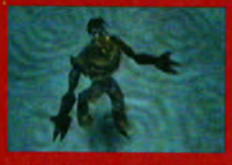
by Rich Krupa

These are dark times in the land of Nosgoth. The vampire Kain has declared himself the ruler of a dark and twisted world. Set on recreating Nosgoth in his image, Kain gives birth to a legion of new vampires. He draws six lieutenants from the Underworld to lead an army of bloodthirsty vampires and rid the world of humans.

But the new lords soon grow bored with the conquest of humans. They begin to grow and evolve their own bodies, the same way they changed the world. Kain is always the first to evolve, with his lieutenants following soon after. One day, Kain's first-born lieutenant Raziel comes before his master wearing a new pair of wings. Furious, Kain orders Raziel to be thrown into a bottomless Vortex. As Raziel plummets deep beneath the earth, there is a voice...a powerful voice. A hungry voice.

This is the story so far in the long-awaited sequel to *Blood Omen*. Anyone who has played any of the *Tomb Raider* games should feel right at home with the controls of this one. The following walkthrough will lead you through all the different areas on your way to defeating Kain.

UNDERWORLD







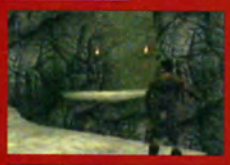
After listening to the Elder God, the game begins in the Spectral Realm. The underworld is nothing more than a training ground where you will learn all about controlling Raziel. The Elder will talk you through all of Raziel's strengths and weakness, so pay attention!



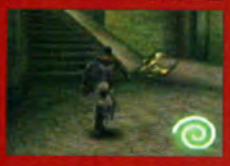


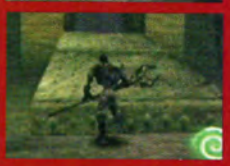

RAZIEL'S CLAN

Once you emerge from the Underworld, make your way to the Vortex where you will find a cave on the left leading to Raziel's Clan. Follow the passage until you meet two Dumahim vampires blocking a gate. Once you defeat these two vampires, the gate will open. Beyond the gate, pass through the door on your left. Take this passage until you reach a raised circular platform with stairs leading to the top. At the top of this platform, find and pull the switch; this will open the way to the next Clan area.







PlayStation strategy
PlayStation strategy
PlayStation strategy

MELCHAHIM CLAN



In the room to the right of the cemetery, push the stone block to the left to reach the passage above. Make your way to the next outdoor area containing a large pool of water. Remember that vampires do not like water. Cross this pool by jumping from pillar to pillar. Continue on through the crypt to the room with a gate on the right and no other exit. Shift to the Spectral Realm and platforms will come out of the wall to the left. At the top of this platform, find the block and push it into the hole in the wall to open the gate. Past the open gate there are two platforms on either wall. Jump on one of the platforms and ride it to the bottom. Open the gate at the bottom and return to the previous room to climb to the upper gate again. Now shift to the spectral realm and jump to the platform that Raziel did not ride on before.

At the next gate, place the two blocks into the holes in the walls, making sure that the symbols are facing each other. When you reach the outside again, push the block over the edge. Stack the two blocks on top of each other and place them to the right of the right most pillar. Climb the two blocks and follow the passage until you enter a large room with a switch in the wall opposite the entrance. Ride the elevator down into a room with large gears at the bottom. Flip the switch on the wall to move the gears closer, then turn the crank to start the gears in motion. Ride the elevator back to the top floor and hit the floor switch directly in front of the elevator. Jump down into the newly-formed pit and locate the hole in the wall leading down. On the next floor, move all four burning blocks along their tracks to burn the struts above. After the roof falls down, place the four burning blocks in each corner of what was once the ceiling. Drop down and follow the passage leading down to face the first of your ugly brothers, Melchiah.

MELCHIAH



To beat your big brother, you will first have to impale him twice with the spiked gates on either side of the room. Locate the spiked gate and jump through one of the windows above the gate. Once inside the room, grab the floor switch and hold it. This raises the spikes. Wait for Melchiah to pass halfway through the gate before you release the switch. After doing this twice, lead him into the center of the cage. When he is inside the cage, turn the crank in the throne area. After destroying your brother, you will receive the ability to phase through closed gates.

THE GLYPHS

Located throughout Nosgoth, the Glyphs are elemental energies that increase Raziel's attacks. The majority of the Glyphs allow Raziel to attack multiple enemies at one time. The following section will tell you where to find these powers.



FORCE GLYPH

You cannot reach the Force Glyph until you have beaten Melchiah. Once you have earned the Pass Through ability, you may collect your first Glyph. When you enter Melchiah's clan area, jump into the water and follow the passage to the right. When you reach the next opening, locate the gate in the left wall. Phase through the gate and head to a small room with three pillars. Once inside, push each pillar over to form the Force symbol in the center of the room. Collect the medallion and you have earned your first Glyph.

STONE GLYPH

The Stone Glyph can only be reached after you have destroyed Zephon. When you have earned the wall-crawling ability, return to the lake in Melchiah's clan area. This time, at the bottom of the lake, follow the passage to the left. Climb out of the water to find the portal plane. Shift to the material realm and climb the wall. In the next outdoor area you will see a giant skull; climb through the left eye which leads to another wall you can climb. Continue climbing the walls and ledges until you reach the doorway at the top of this area. Through this door is another outdoor area, which is the jaw of the skull down below. At the edge of the jaw you will see a ledge to the lower left. Glide across to the ledge and follow the path to a cave. Inside the cave you must locate six blocks and complete the murals on the walls. Once the mural is complete, you will earn the Stone Glyph.

SOUND GLYPH

After defeating the Morlock, you can go after the Sound Glyph. Return to the Silenced Cathedral and locate the room with the large pipes and pit. This time you will need to glide to the bottom of the pit. Move through the passage at the bottom until you reach a small pit with a climbable wall. At the top of this wall, shatter the window and continue on to the next portal plane. In the material realm, grab the stick behind the portal plane. Now return to the gate you just entered and climb the wall to the ledge above. At the top, throw the stick into the alcove to the left of the first pillar. In the spectral form, glide to the first pillar and shift back into the material realm. Jump to the alcove and retrieve the stick. Continue across the next two pillars and shatter the stained glass window. Once the window is cleared, throw the stick into the new passage. In spectral form, glide to the ledge which is just out of reach in the material realm. When you are across, shift back into the material realm and recover the stick. Continue down the passage where you will find a large bell. Hit the bell with the stick and you will be rewarded with the Sound Glyph.

WATER GLYPH

Only after you have earned the swimming ability can you go for the Water Glyph. Return to the Vortex and enter the cave to the left of the second platform. Follow the passageway until you reach the pool at the end. Jump in and swim along this passage until you reach another large area. Swim to the surface and enter the door in the rock wall. At the top of the stairs past the door, stack the two blocks next to the left wall. On this ledge, jump and glide over the water to the opening on the right. Move forward until you reach some more water. Phase through the un-

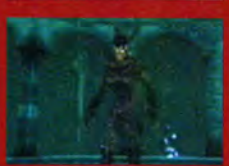
➲

KAIN

After leaving Melchiah's area, the Elder tells you to go see Kain. Make your way back to the large building with all of the clan flags. Facing the building, you will see a gate to the right. With your new power, you can phase through the gate. In the next room you need to fight two vampires before the gate on the other end will open. After defeating the vampires, move past the open gate and follow either path to find your way to the room with the pillars. Once inside you will come face to face with Kain for the first time. To beat Kain you will need to strike him three times while he is charging up the Soul Reaver. When Kain is defeated, he will break the Soul Reaver over Raziel's head. Now you can shift to the Spectral Realm and claim your prize. Once you have the Soul Reaver, exit through the door you came in by swinging the Soul Reaver at it.





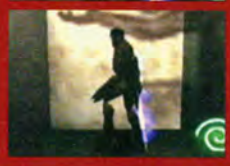
SILENCED CATHEDRAL

Make your way back to the pillars in the beginning where you found the first portal plane. Pass through the gate and follow the path to the Cathedral. Swing the Soul Reaver at the Cathedral doors to open them, then pass through the gate in the spectral realm. Once inside, use the portal plane to the right, then proceed left to a courtyard containing a number of large buildings. Search one of the smaller huts for a portal plane to shift into the material realm. Go back to the front gate and climb the platforms to the left of the gate. At the top, glide to the doorway on your right. Turn right and glide to the rooftop. Now jump up and make your way to the top of the building that is connected to the one you are currently standing on.

Once on the roof you will be able to see the main entrance to the Cathedral. Enter the Cathedral and follow the passageways until you reach a room with a pit and large pipes rising from the floor. Switch to the spectral realm and climb the left pipe to the platform with the portal plane. Follow the ledge around the top of the room until you reach a switch. After you activate the switch, enter the doorway around the corner. In the room past the gate, you must place the scattered blocks into the holes in the walls to complete the mural. When the mural is complete, enter the first door you passed before the switch. Flip the switch in this room and return to the main chamber. Step on each of the platforms that were lowered in order to turn on the air in the pit. Jump into the pit and float like a bird with Raziel's wings to the top of the airshaft. At the top, follow the path to the right and go through the door in the large glass window. In this hallway are two doors that lead to rooms with pipes running through the alcoves in the walls. The goal here is to place the blocks in each alcove to complete the pipes. Once both rooms have been completed, ring the bell in the center of the hallway, then turn around and jump across the pit, leading you to another bell. Ring this bell and you will shatter the window at the end of the hallway. Make your way back to the switch on the wall above the pipe and jump on it. Once the timed door opens, switch to the spectral plane to stop time.





ZEPHON

Now it's time to face another one of your big brothers. Zephon will try to stab you with his long spider legs. When one of his legs is stuck in the ground, attack it. This will make him lay an egg just like a chicken. Take this egg and run back to the doorway to the dead soldier who is holding a flamethrower. Ignite the egg and throw it at Zephon, repeating this three times. If you run out of legs to attack, slash at his belly and he will also drop an egg. Once Zephon is destroyed, you will be rewarded with the wall-crawling ability.








derwater gate and continue on to the next portal plane. In the material realm, continue to swim up the pipes until you reach a square room. Climb out of the water and move up the stairs until you reach a room with a large statue. Follow the stairs through the doorway on the right. This will lead you to the next puzzle room. Locate the block in the wall across the room. Push this block into the hole in the floor, causing the room to fill with water. Now return to the statue and collect the Water Glyph.

FIRE GLYPH

Just like the Water Glyph, you will need the swimming ability to gain this one. Go to the Vortex and return to Raziel's clan area. Move through the gate that was opened earlier by defeating the two vampires. At the top of the staircase, enter the door to the left leading to a passageway with water on the left. Jump into the water and swim through the passage at the top of the wall in the next room. Follow the passage until you reach a round room with unlit torches on the wall. Grab one of the torches and swim to the surface. In the next room, follow the passage that is not blocked by a gate or a door. At the next ledge, take aim and throw the unlit torch into the room directly across from the ledge. Now return to the room you first entered and locate the passage with the door. Past the door you will come across a set of doors on the left and a crank on the right. After you turn the crank, shift into the spectral realm to keep the timed doors open. When you are past the doors, use the portal plane to shift back into the material realm. At the end of this passage, jump down to find another room with a crank on the wall. Turn the crank to open the gate leading back to the room where you first entered. Now go back to the room where you threw the torch and shift into the spectral realm. Jump across the pillars leading to the room with the portal plane. In the material realm, pick up the unlit torch and ignite it in the giant fire. Use the torch to ignite the basket that the statue is holding. Once the basket is lit, you will receive the Fire Glyph.



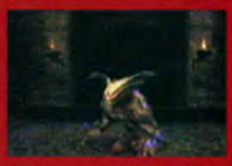
SUNLIGHT GLYPH

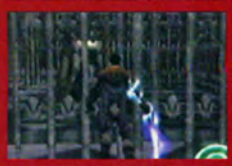
The Sunlight Glyph is located by the Silenced Cathedral. Jump into the moat and phase through the gate to the right. Return to the material realm and con-

TOMB OF SERAFAN

Back in the room where you first met Kain, use your new wall-crawling ability on the thick stone pillar to the right of the entrance. Reaching the main room of the Tomb, switch to the spectral realm and Raziel will fall through the floor. After a short fall, find the room with a square platform surrounded by water. Use the portal plain to shift into the physical realm to face off against the Morlock.

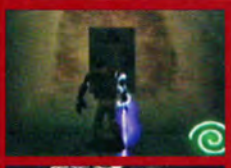
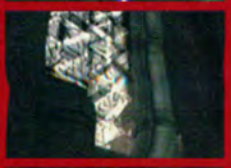


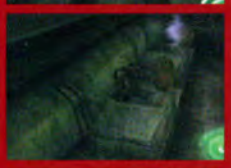





Defeating the Morlock is pretty easy. Simply keep attacking him until he is in the waver state, then pick him up and throw him into the water that surrounds the platform. After he melts away, you will receive the force projectile ability.

When you are done with the Morlock, use the force ability to move the block in the wall. Enter the next room and keep moving until you reach a room with a block surrounded by a fence. Hit this block a few times so it is against the opposite wall. Phase through the gate, climb the block and make your way into Rahab's area.

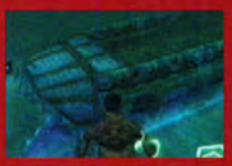
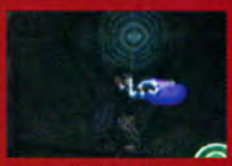



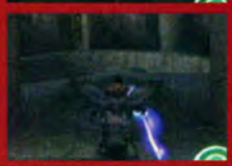



Through this new door, work your way up to a red gate that leads to a fork in the road. Each path leads to a room with three lids on the ground. In the room on the left, you must open the two lids closest to the camera. In the room on the right, open the two lids farthest from the camera. After the short clip, make your way back to the red gate to turn the four knobs in the floor, which will activate another shaft of air. Again, jump into the wind tunnel and fly like a bird.

RAHABIM CLAN

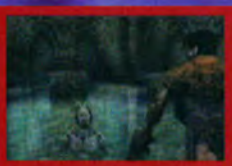
Upon entering this area you will see an old boat. Use this boat to cross the lake by shifting to the spectral realm and climbing to the highest part of the boat on the right. When you reach the double doors, use the Soul Reaver to open them. Move forward past the pillars until you reach the underwater room with a checkerboard floor. On the right wall, you will see a small ledge that Raziel can use to climb out of the water. On the next ledge, shift to the material realm and climb the wall to reach the rafters above. Make your way to a large stained glass window and shatter it to clear a path to the outside. When you are outside, move along the ledges to the bell tower. In the bell tower, pull the chain to ring the bell and follow the spiral staircase down to Rahab's lair.

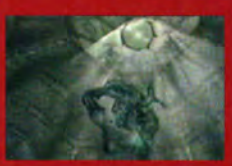





RAHAB

After entering Rahab's chamber, you'll need to jump from pillar to pillar until you reach the highest one with the portal plane. Shift to the material realm and take aim at the eight stained glass windows. Use the force projectile to shatter them all, letting in the sunlight. After all the windows are broken and Rahab is defeated, you will receive the swimming ability.

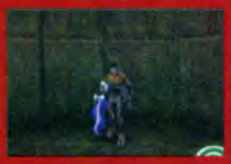
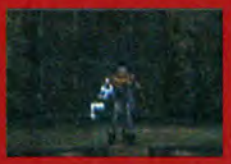



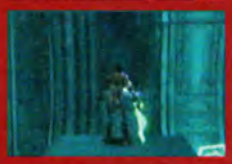
tinue swimming until you reach an outdoor area. You will need to use the ledges along the cavern walls to reach the top of the lighthouse. When you do so, enter the cave to the left and follow the passage to a door. Take the path until you reach a large room with a crank on the right wall. Climb the structure in the center of the room and push the block off the top. Timing is crucial here; you must turn the crank and quickly push the block into place so it stops the turnstile. Go back outside and travel down the path to the water where you will see circular platforms leading to the lighthouse. Enter the lighthouse, following the passage until you reach a set of large rooms. Enter the triangular archway to the left, leading to the next room. Shift into the spectral realm and pass through the next two rooms to find a portal plane. Back in the material realm, move through the door and follow the passage beyond until you reach a pit with four blocks and two pipes. Use all four blocks to complete the pipes sticking out of the walls. When the pipes are complete, follow one of the pipes out of the pit leading to a wheel switch on the wall. Turn the switch to activate the waterwheel by the double doors. Use the steam coming from the ground to glide up toward the waterwheel. Climb onto the moving bellows and go for a ride. When the bellows reach their highest position, you can safely jump to the catwalk. Follow the catwalk to the doorway leading to a room with large pistons. Move to the far side of the room and jump down into the hole in the floor. Now return to the room with the pillars across the water. When the beam of light from the lighthouse hits the triangle on the wall, shift into the spectral realm. You should now see what is probably the strongest glyph in the game: the Sunlight Glyph.



Legacy of Kain: Soul Reaver

DUMAHIM CLAN

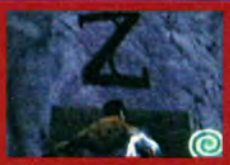




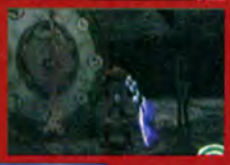
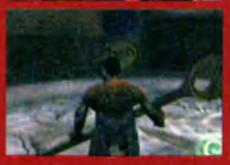



Go back to the Vortex where you found the entrance to Raziel's clan area. Move to the farthest end of the vortex and jump into the water. With your new swimming ability you can do a crouch boost (L1 + □) to reach the ledge that was just out of reach before. Move down through the stone archway where it is snowing and wall-climb the pillar on the right to reach the ledge above. Continue on through a number of gates until you reach a fenced-in courtyard. Use the force projectile to push the block inside the fence to the opposite side of the gate. Phase through the gate and climb the block to the next hallway below. When you reach the dead end, you will need to pull the block out of the wall and place it next to the right wall.

In the furnace room, find the wheel and turn on the gas. Now move to the opposite side of the room and hit the switch to ignite the gas with fire. As you leave this chamber through the door directly behind the fire switch, pay attention to how you're going to find your way back. You will need to remember this room to defeat Dumah. At the end of the passageway, push the block off the edge and jump down after it. Now stack the two blocks on top of each other on the far side of the room. At the end of the next passageway, shift to the spectral realm and the room will change. Jump on the ledge to the left and follow the ledges to the top of the room. Use the portal plane at the top of the room to shift into the material realm and glide to the switch. After activating the switch, you can pass through the door at the bottom of the room. Follow the passage until you reach the room with the large obelisk in the center. This is your last stop before Dumah. Glide over the fence in the material realm and flip the obelisk, clearing a path into Dumah's lair.

ORACLE'S CAVE

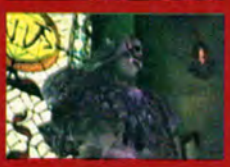






Return to the entrance of Ash village and locate the sundial in front of a large set of doors. Use the constrict power by running in circles around the dial to turn it. Once inside, find the large metal door and shift to the spectral realm to open a path in the left wall. Constrict the next sundial to open the next two doors. Follow the one to the right. This path will turn left where you will find two blocks in the wall with an extra hole on the right. Pull out the block on the left and push it over the small ledge on the right. Now take the other block and put it into the hole where the first block was. Next, go back to the area with the sundial and follow the other passage. This passage will lead you to the area where you just dropped the first block. Grab the block and place it into the hole in the wall with the Z above it. Once again, make your way back to the first passage where you originally found the two blocks. This time, you will pull the block out of the wall and place it into the hole with the O above it. This will open the large doors with OZ written on them in the lower area. Move to the sundial area again; constrict the sundial to open the path to the OZ doors and move through the now-open doorway. Move forward until you reach a door with two stone blocks on each side. Move the two stone blocks in front of each hole. Because there is not enough room on this ledge, you will need to jump back and use the force projectile to push the blocks into their holes.

The next big room will have the number nine written on the floor and four large pillars surrounding it. Use the constrict power on each pillar until all four white pointers are aimed directly at the symbol. This will open the door at the beginning of the Oracle cave with the same number nine symbol on it. In the room past the number nine door, you will find a large cauldron; use the constrict power to reveal a new door. Pass through this new door where you will find a large clock with two floor switches. Use the switches to move the hands into the six o'clock position (small hand on the six, large hand on the twelve). After this, drop down into the new hole at the base of

DUMAH




As you enter Dumah's lair, you will see him seated with three spears impaling him. Remove each spear to bring Dumah back to life. After he tells you how much he misses you, lead him into the furnace room. Stay just ahead of him and keep looking back to keep him on your tail. If you get too far in front of him, Dumah will return to his chamber where you will have to start over. Once you have him in the furnace room, spin the wheel to turn on the gas and then hit the switch to incinerate your last brother. Once Dumah is destroyed, you will gain the constrict ability.

FIRE REAVER



The Fire Reaver is not really a glyph, but it sure increases the power of the Soul Reaver. When you gain the Fire Reaver, you will be able to shoot fireballs at your enemies from a distance. This makes it a lot easier to fight a number of vampires at the same time.

To find the Fire Reaver you must return to Raziel's clan area. Again, pass through the door on the left at the top of the staircase. Past this door, you should go for another swim in the water to the left. In the first main room, take the passage in the right wall to another large room. There is only one way out of this room, which leads to another circular room. Again, there is only one path leading out. At the end of this passage, swim through a small window frame and follow the left wall to a spiral staircase going down. Follow the staircase down leading to a stained glass window on the right. Shatter this window and continue down this path until you reach a hallway with a large fire at one end. To gain the Fire Reaver, simply swing the Soul Reaver through the flames to transform it. Now you have my favorite weapon in the entire game. If for any reason the Fire Reaver loses power, just run the Soul Reaver through any fire and it will return.

the clock. This leads to a room with four different colored lenses and a light in the center. Use your constrict ability on each lens so they match the color on the wall behind them. On the side with two colored lenses, turn one to blue and the other to red to make purple. Now turn the light in the center toward each lens to open the next door.

In the next room with a clock on the floor, you will see three colored knobs on the floor and three colored circles with symbols on the walls. Turn each colored knob until they point to their matching symbols on the wall. Pass through the now-open door and follow the hallway to a room with two gears and blocks on the ground. Move the block between the two gears to set them into motion. When the gears are spinning, climb onto the pillar and shift to the spectral realm. This will move the pillar toward a ledge which you could not reach before. Follow the ledge around the room to the now-moving platform in front of the next exit. Through this door will be a spiral passage leading down. On the way down you will come across two fences with blocks on the other side. Use the force projectile to push each block over the edge and continue to the bottom of the room.

At the bottom you will have four blocks that need to be arranged to match the picture on the floor in order to open the door. Along this next passage you will see a large door on the right with three symbols on the wall. Continue past this door until you reach three separate round rooms with knobs in the center. In each room, turn the knob to complete the matching symbols that are on the wall next to the door. When all the symbols are complete, ride the swinging platforms to the top of each room to find a switch. Flip all three switches to open the large door and the final path to Kain.

KAIN

Once past the large door, you will find yourself on a long path leading down. On the way down you will pass a number of portals that will show you a brief history of things that happened in the game. When you finally reach the main room, Kain will greet you for the final battle. The final fight with Kain is similar to the first. He will appear on three different tiers throughout the room. Kain will appear on the lowest tier first; attack him with the Soul Reaver and he will move up one level. After defeating Kain on the third level, he will make his escape through a newly-opened star portal. When you are ready, enter the portal to see what Mobius has in store for you.



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by Jason Wilson

Here's the third installment of the *Street Fighter III* "series." The numbers are meaningless now; generally, each successive *Street Fighter* game adds at least one new feature that changes gameplay drastically—just enough to jump in if you are a loyal *Street Fighter* fan, but enough to cause you to re-learn a character's strengths and weaknesses according to the new gameplay changes. *3rd Strike* offers new ways to perform throws, an "overhead" maneuver, the removal of parrying down in the air and the addition of the highly secretive "red parry." Taunting also plays an important role, benefiting the offensive specialist by creating an offensive that is more suited to throws and random Fierce and Roundhouse button presses. Each character's strategies are explained in detail, along with specifics on parrying, throws, taunts, EX moves and overhead moves.

Character Moves and Strategies



Nothing can touch "old faithful," it seems. Ryu now has a dashing Fierce Punch taken directly from *Super Street Fighter II Turbo*, and his Shin Shouryuken Super Art does an easy 50% damage. Ryu's Denjin Hadouken Super Art has lost most of its stun priority from *2nd Impact*, but Ryu is still the epitome of the "perfect" character. Ryu has no great weaknesses and can hang easily with any character in the game. The good old Fireball and Dragon Punch are only useful if you are playing an opponent who doesn't understand the concept of parrying. Ryu can still chain his standing Fierce Punch to a standing Roundhouse Kick when close to his opponent.

Special Moves	
Hadouken	↓ ↘ → + any Punch
Shouryuken	→ ↓ ↘ + any Punch
Hurricane Kick	↓ ↙ ← + any Kick (can be done in air)
Joudan-Sokutou-Geri	← ↙ ↓ ↘ → + any Kick
Super Arts	
Shinkuu Hadouken	↓ ↘ → ↓ ↘ → + any Punch
Shinshouryuken	↓ ↘ →↓ ↘ → + any Punch
Denjin Hadouken	↓ ↘ →↓ ↘ → + any Punch



Ryu's uppercut brother still has his keen strength and impressive combos to boot, along with some really strange-looking Kicks! Ken now has a fake overhead and a really strange double uppercut. The double uppercut is a late Dragon Punch with Jab Punch, followed by another Dragon Punch with Jab Punch for an ugly two-hit combo! Ken's jump-in Forward Kick, Standing Strong Punch, Standing Fierce Punch two-in-one into a Fireball or Hurricane Kick combo still works. Ken's Shippuujinrai Kyaku can be charged up to three times in one match!

Special Moves	
Hadouken	↓ ↘ → + any Punch
Shouryuken	→ ↓ ↘ + any Punch
Hurricane Kick	↓ ↙ ← + any Kick (can be done in air)
Overhead Kicks	→ + Forward Kick (hold)
Super Arts	
Shouryuu Reppa	↓ ↘ → ↓ ↘ → + any Punch
Shinryuu Ken	↓ ↘ →↓ ↘ → + any Kick (tap Kick buttons rapidly)
Shippuujinrai Kyaku	↓ ↘ →↓ ↘ → + any Kick

Secret Colors!

To select different colors for your fighter, press any **Punch** or **Kick** button after you have chosen a character. To select the "extra" color, press **Jab Punch** + **Forward Kick** + **Fierce Punch** simultaneously when choosing a fighter at the character-select screen.



Parrying



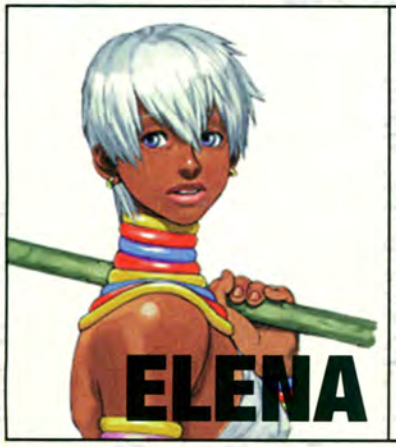


The major changes from previous versions of *Street Fighter III* are subtle, but enough to change the way you play the game. Parrying was originally a semi-experimental option with which you could literally deflect anything by pressing **Down** on the joystick when a move came in contact with you in the air, against standing moves or against low sweeping attempts. *Street Fighter III: 2nd Impact* made parrying a little bit tighter and more difficult to do; it also disallowed the Down Parry for all moves on the floor. (You had to press the stick Forward to parry moves that hit high and use the Down Parry for low attacks.) *3rd Strike* has drastically changed the entire parrying system by disallowing the Down Parry in the air, replacing it with Forward Parrying only and making the Low and Forward Parrying on the ground even



The dark warrior has emerged from the shadows of his status as a secret character in *2nd Impact*. No longer is Akuma a "no-skill" easy-to-use character. His Dive Kick now has a delay and MUST be performed at the top of his jump; it can be parried much easier as well. Akuma is still one of the top three characters in the game, but at least he requires a good player to master him now instead of anybody and their grandma! Akuma's Jump-in Forward Kick, Standing Strong Punch, Standing Fierce Punch into the Messatsu Gou Rasen Super Art is his best combo. Using Akuma's new Hyakki Shu into a Jab Punch, Short Kick, Jab Punch, will put repeated pressure on your opponent.

Special Moves	
Gou-Hadouken	↓ ↘ → + any Punch (can be done in air)
Gou-Shoryuken	→ ↓ ↘ + any Punch
Shakunetsu-Hadouken	→ ↘ ↓ ↙ ← + any Punch
Hurricane Kick	↓ ↙ ← + any Kick (can be done in air)
Hyakki Shuu/Gouzan	→ ↓ ↘ + any Kick
Hyakki Goushou	→ ↓ ↘ + any Kick, then press any Punch button while in the air
Hyakki Gousen	→ ↓ ↘ + any Kick, then press any Kick button while in the air
Dive Kick	At top of Akuma's jump, press ↓ + any Kick button
Super Arts	
Messatsu Gou Hadou	↓ ↘ → ↓ ↘ → + any Punch (can also be done in air)
Messatsu Gou-Shouryuu	↓ ↘ → ↓ ↘ → + any Punch
Messatsu Gou-Rasen	↓ ↘ →↓ ↘ → + any Kick (can also be done in the air)
Shun Goku Satsu	Jab Punch, Jab Punch, →, Short Kick, Fierce Punch (bar must be at max; can be done at any level)
Kongou Kokuretsu Zan	↓ ↓ ↓ + all three Punches (bar must be at max; can be done at any level)



Elena has steadily improved in the *Street Fighter III* series. New moves have been added for each revision, and *3rd Strike* is her best showing yet! Elena now has two Brave Dance Super Arts, but her best Super Art is still her Spinning Beat (of which she has three); it seems to hit more times and has more priority than ever! Elena's jumping Roundhouse Kick hits twice in the air and is very difficult to parry. This is the ultimate "poke" character; she will confuse you if you are not used to her style of play. Elena has two air chains, Jumping Jab Punch into Forward Kick and Jumping Strong Punch into Fierce Punch.

Special Moves	
Scratch Wheel	→ ↓ ↘ + any Kick
Rhino Horn	← ↙ ↓ ↘ → + any Kick
Mallet Smash	→ ↘ ↓ ↙ ← + any Punch
Spinning Scythe	↓ ↙ ← + any Kick (can be done up to three times consecutively)
Lynx Tail	← ↓ ↙ + any Kick
Slide	↘ + any Kick
Super Arts	
Spinning Beat	↓ ↘ → ↓ ↘ → + any Kick
Brave Dance	↓ ↘ → ↓ ↘ → + any Kick
Healing	↓ ↘ → ↓ ↘ → + any Punch

tighter than before. To successfully perform the Parry maneuver, your opponent must attempt an offensive maneuver. If it is about to hit high, press Forward on the joystick. If it is about to hit low, press **Down**. If you are in the air and your opponent's attack is about to connect, press Forward to parry that as well. Advanced parrying techniques involving various Super Moves will eventually take precedence in fights that go down to the wire; you will need to learn the timing of parrying the various Super Moves in order to win close matches. Most moves in the game can be parried, allowing you to launch a counterattack or multi-hit combo if possible. Red Parries can be performed by pressing Forward on the joystick during various chain combos from certain characters. This occurs in the middle of your "block stun," allowing you to break your opponent's attempted combo, not unlike *Killer Instinct*'s combo breakers. Remember, anticipation is the key to parrying. It is difficult to see certain moves coming, so you will have to adapt to your opponents' playing styles and learn when they attempt moves that hit high or low. The only moves in the game that can not be parried are as follows:

- All throws (e.g. Hugo's Pile Driver)
- All grabs (e.g. Alex's Headbutt)
- Any Super Move that uses a throw or grab



Throwing

More than ever, throwing is now a major part of the game. To throw, press **Jab Punch** + **Short Kick** simultaneously when close to your opponent. To escape a throw, press **Jab Punch** + **Short Kick** simultaneously when your opponent attempts to throw you. Compared to the *Street Fighter Alpha* series, *3rd Strike* is a throwing festival! Since you can't parry a throw—and throws are harder to escape overall—this is one of the finer objectives of the game. Some of the best ways to throw are to jump in without pressing a button and throwing your opponent. Perform any standing move, then dash in and throw, or perform the overhead maneuver and throw immediately afterwards!



Though considered by some to be the main character in the *Street Fighter III* series, Alex has become something of a forgotten fighter. However, he remains a silent but deadly warrior. Alex has a new throw that allows him to jump out of nowhere and DDT you! His arsenal of moves—along with new standing Fierce Punch priority and increased recovery form his Elbow Smash—make Alex one of the most formidable opponents in the game. His standard combo is a jump-in Fierce Punch, standing Forward Kick, two-in-one into Flash Chop with Jab Punch.

Special Moves	
Flash Chop	↓ ↘ → + any Punch
Power Bomb	→ ↘ ↓ ↙ ← + any Punch
Air Stampede	Charge ↓ then ↑ + any Kick
Elbow Smash	Charge ← then → + any Kick
Spiral DDT	→ ↘ ↓ ↙ ← + any Kick
Flash Chop	↓ ↘ → + any Punch
Air Knee Smash	→ ↓ ↘ + any Kick
Flying Cross Chop	↓ in air with Fierce Punch at the top of a jump
Super Arts	
Boomerang Raid	↓ ↘ → ↓ ↘ → + any Punch
Stun Gun Headbutt	↓ ↘ → ↓ ↘ → + any Punch
Hyper Bomb	Rotate joystick 360°, then press any Punch button



With his French name, Japanese punk rocker look and Guile-style gameplay, Remy can confuse players at first, but once you choose him, you will love his low and high Light of Virtue attacks. Remy can frustrate his opponent with the low ones—which can only be parried low—because he can then dash in and do his overhead Forward Kick. A crouching Fierce Punch into his Rising Rage Flash is a very effective counter for jumpers. Try using a jump-in Fierce, crouching Strong Punch, EX Light of Virtues, then two-in-one into the Supreme Rising Rage Flash Super Move!

Special Moves	
Rising Rage Flash	Charge ↓, then ↑ + any Kick
Light of Virtue (High)	Charge ←, then → + any Punch
Light of Virtue (Low)	Charge ←, then → + any Kick
Cold Blue Kick	↓ ↙ ← + any Kick
Super Arts	
Light of Justice	↓ ↘ → ↓ ↘ → + any Punch
Supreme Rising Rage Flash	↓ ↘ → ↓ ↘ → + any Kick
Blue Nocturne	↓ ↘ → ↓ ↘ → + any Punch

Overhead Moves



Your opponent must block high to avoid getting hit by this technique, which is performed by pressing **Strong Punch + Forward Kick** simultaneously anywhere on the screen. This takes some adjustment from the previous versions of Street Fighter III, in which you only had to press **Down** twice + any button. The Overhead move is now a bit slower...and it's now EXTREMELY difficult to combo certain moves from it. In *2nd Impact*, you could combo Elena's Spinning Beat Super from her Overhead move with ease, but now you will have to be lucky for it to connect.

Super Arts



You can choose one of three selectable Super Arts for your character, which can be changed after you win a match. The three Super Arts are divided into separate categories of either one, two or three levels of the particular Super Art you have chosen. The Super Art joystick motion will be displayed at the "vs." match-up screen and can only be performed when your Super Move bar is at its maximum level.

Stun Meter

Below your life bar is a meter that gradually increases until you become stunned. The larger characters (Alex, Hugo and Urien) tend to take longer to get stunned than the other characters. Certain Super Moves can increase your opponent's Stun Meter by enormous amounts even when they are blocking—such as Necro's Electric Snake Super Art, which causes his opponent's Stun Meter to increase by 50%!





Chun-Li is widely considered to be the best character in the game—and after watching players use her to capture the top spots in the 1999 Midwest Regional Championships, there is no reason to ask why. She has speed, extensive poking ability, extremely volatile combo techniques...and she's very easy to use as well. Chun-Li's air chain starts with two Fierce Punches in the air; she can also combo off of her Stomp Kick into a Super Move. For an overpowering combo, do a Stomp Kick, then press Strong Punch, two-in-one into her Houyoku Sen Super Art, cancel her Super Jump near the end of her combo to follow her opponent into the air, then press Fierce Punch twice or Roundhouse Kick.

Special Moves	
Lightning Kick	Tap any Kick button repeatedly
Kikoh Ken	← ↙ ↓ ↘ → + any Punch
Spinning Bird Kick	Charge ↓, then ↑ + any Kick
Hazan Shu	→ ↘ ↓ ↙ ← + any Kick
Hop Kick	↓ + Forward Kick in the air
Stomp Kick	↘ + Roundhouse Kick
Super Arts	
Kikou Shou	↓ ↘ → ↓ ↘ → + any Punch
Houyoku Sen	↓ ↘ → ↓ ↘ → + any Kick
Tensei Ranna	↓ ↘ → ↓ ↘ → + any Kick



This new character is a rival of Ibuki and seems to be very slow and uneasy at first glance. However, Makoto is a very formidable challenger who can easily destroy her opponent in a matter of seconds. Makoto's demeanor is awkward. She moves lethargically; her only decent method of movement is to dash back and forth across the screen. However, Makoto has some relatively cheap tactics that can be used to startle your opponent. Use her Karakusa grab, then press Fierce Punch, two-in-one into a Hayate, then immediately do her Karakusa again. The only way for your opponent to get out of this is to jump away after the end of the Karakusa!

Special Moves	
Hayate	↓ ↘ → + any Punch (hold Punch, then press any Kick to cancel)
Oroshi	↓ ↙ ← + any Punch
Fukiage	→ ↓ ↘ + any Punch
Karakusa	→ ↘ ↓ ↙ ← + any Kick
Senkou Kakato Otoshi Tsurugi	↓ ↙ ← + any Kick (in air)
Super Arts	
Seichusen Godanzuki	↓ ↘ → ↓ ↘ → + any Punch
Abare Tosanami	↓ ↘ → ↓ ↘ → + any Kick
Tanden Reki	↓ ↘ → ↓ ↘ → + any Punch

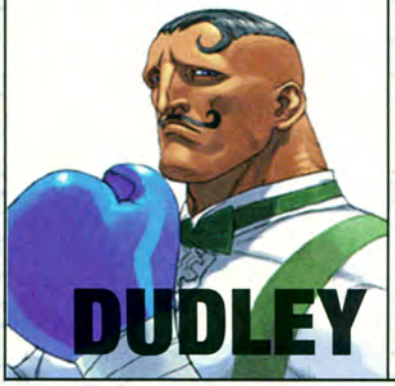
Taunts



You can taunt your opponent at any time during the match by pressing **Roundhouse Kick + Fierce Punch** simultaneously. Taunts have specific effects on your character if you perform the taunt successfully without getting hit by your opponent's attack immediately afterward. Listed below is a chart of specific strengths that your character will receive after performing a taunt during a battle:



Akuma	Attack damage increases, Stun Meter decreases
Urien	Attack damage increases
Hugo	Attack damage increases, Defense increases (multiple taunts will allow Hugo to become even stronger)
Dudley	Attack damage increases
Oro	Stun Meter decreases
Sean	Stun Meter decreases
Necro	Attack damage increases
Elena	Stun Meter decreases
Ibuki	Chain combo attack damage increases, increased throw damage
Ken	Attack damage increases
Ryu	Stun Meter decreases
Yun	Attack damage increases, increased throw damage
Yang	Attack damage increases, increased throw damage
Alex	Attack damage increases, increased throw damage
Remy	Stun Meter decreases
Twelve	Invisibility
Q	Defense increases, Stun Meter decreases
Makoto	Attack damage increases, Stun Meter decreases
Chun-Li	Stun Meter decreases, attack damage increases, defense increases



Gone from the repertoire of the British boxer is his Flying Corkscrew Blow; in its place is a very efficient and confusing Short Swing Blow, which allows Dudley to fake a dash punch, then immediately slide back, then forward and perform a rushing punch. Dudley still has a few corner juggles, but seems to have lost his edge with his strength and overhead maneuvers. He still maintains a decent chain combo: Jump in with Roundhouse Kick, then hold back on the joystick and press Short Kick, Forward Kick, Strong Punch and Fierce Punch.

Special Moves	
Jet Uppercut	→ ↓ ↘ + any Punch
Machine Gun Blow	← ↙ ↓ ↘ → + any Punch
Ducking Straight	← ↙ ↓ ↘ → + any Kick, then any Punch
Short Swing Blow	→ ↘ ↓ ↙ ← + any Kick
Cross Counter	→ ↘ ↓ ↙ ← + any Punch
Super Arts	
Rocket Uppercut	↓ ↘ → ↓ ↘ → + any Punch
Rolling Thunder	↓ ↘ → ↓ ↘ → + any Punch, then press Punch rapidly
Corkscrew Blow	↓ ↘ → ↓ ↘ → + any Punch



Ibuki may seem to be toned down, but her powerful combos are still there, and her Hashin Sho Super Art that is missing from *2nd Impact* is not needed. Ibuki's Kasumi Suzaku Super Art can be Super Cancelled from any ground move into a Super Jump; it can also be charged three times during a match! Fortunately, Ibuki's jump-in air combo still exists. Jump in with Jab Punch, then press Fierce Punch immediately for a two-hit air chain. Rely on Ibuki's Hien as an overhead attacking method, then two-in-one into her Kasumi Suzaku!

Special Moves	
Kunai Dagger	↓ ↘ → + any Punch (can also be done in air)
Kubiori	← ↙ ↓ ↘ → + any Punch
Hien	← ↓ ↙ + any Kick
Kazekiri	→ ↓ ↘ + any Kick
Raida	→ ↘ ↓ ↙ ← + any Punch
Spin Leap	→ ↓ ↘ + any Punch
Tsumuji	→ ↘ ↓ ↙ ← + any Kick (press ↓ + Roundhouse Kick for a sweep)
Super Arts	
Yoroi Doushi	↓ ↘ → ↓ ↘ → + any Punch
Yami Shigure	↓ ↘ → ↓ ↘ → + any Punch
Kasumi Suzaku	↓ ↘ → ↓ ↘ → + any Punch (in air, press Punch rapidly)

Super Cancels/Two-In-Ones



First introduced in the *Street Fighter EX* series, Super Cancels made their way to 2-D about a month later with the release of the original *Street Fighter III*. Super Cancels involve immediately performing the motion of a Super Art after a standard move. For example, to Super Cancel Elena's Spinning Beat Super Art from a crouching Forward Kick, simply perform the motion for the Spinning Beat IMMEDIATELY after the Forward Kick connects. Two-In-Ones are the oldest and most basic forms of combo theory in the *Street Fighter* series. A classic example: With Ryu, do a crouching Forward or Short Kick, then a Hadouken immediately afterwards. Two-In-Ones are quick and efficient, and the motions for all must be done rapidly in order for them to connect consistently.

Grade Judge System





At the end of every successful match, you will be graded on four different skill levels: Offense, Defense, Tech Bonus (Parrying) and EX Points. This generally determines how well you are using that specific character, with A++ being the highest rating possible.



Of all the returning characters, Sean has lost most of the edge he had in *2nd Impact*. There is no more Hyper Tornado two-in-one from ANY move...and to top it off, he only has one to boot. A new Roundhouse Kick animation, a new Dragon Smash uppercut and slower reactions bring out the worst in this former top-tier character. Sean's jump-in chain combo is as follows: Jump in with Roundhouse Kick, a close standing Strong Punch, then Roundhouse Kick!

Special Moves	
Ryubi Kyaku	↓ ↘ → + any Kick
Sean Tackle	← ↙ ↓ ↘ → + any Punch (hold Punch for tackle)
Tornado Kick	↓ ↙ ← + any Kick
Dragon Smash	→ ↓ ↘ + any Punch
Super Arts	
Hadou Burst	↓ ↘ → ↓ ↘ → + any Punch
Shouryuu Cannon	↓ ↘ → ↓ ↘ → + any Punch (press Punch rapidly)
Hyper Tornado	↓ ↘ → ↓ ↘ → + any Punch



Contrary to popular belief, Necro has NOT improved. If anything, the priority for his crouching Strong Punch, his fast drills and his two-in-ones from Strong Punch are all gone. Yes, it is a sad day for Necro fans everywhere. Necro's infinite Spinning Punches against some *2nd Impact* characters is gone...and it seems that he can't connect his Snake Fang from ANY move. You can chain together a standing Short Kick and a Strong Punch by holding back on the joystick, but that's about it. On the good side, Necro's Electric Snake Super Art does major scars on the opponent's Stun Meter, and he still can be relatively annoying with his high/low offensive tactics.

Special Moves	
Raging Cobra	→ ↘ ↓ ↙ ← + any Kick
Spinning Punch	← ↙ ↓ ↘ → + any Punch
Electricblaster	→ ↓ ↘ + any Punch
Flying Viper	↓ ↙ ← + any Punch
Snake Fang.	← ↙ ↓ ↘ → + any Kick
Drill Kicks	↓ + any Kick in air at top of a jump
Super Arts	
Magnetic Storm	↓ ↘ → ↓ ↘ → + any Punch (press Punch rapidly)
Slam Dance	↓ ↘ → ↓ ↘ → + any Punch
Electric Snake	↓ ↘ → ↓ ↘ → + any Punch

EX Moves

Pressing two buttons instead of one while your Super Meter is flashing will allow you to do a powerful EX move that is difficult to parry...and causes major damage. This works with all special moves except those that are throws or grabs.









Urien is still one of the most underrated characters in the game. He is strong, has very impressive juggles and plays just like Gil, the final boss. Urien's Metallic Sphere can now be delayed by holding any Punch button down, and his Aegis Reflector Super Art can still be on the screen two at a time. Use a crouching Fierce Punch, then a Vicious Headbutt two-in-one into a Chariot Attack for major damage.

Special Moves	
Vicious Head Butt	Charge ↓, then ↑ + any Punch
Chariot Attack	Charge ←, then → + any Kick
Vicious Knee Drop	Charge ↓, then ↑ + any Kick
Metallic Sphere	↓ ↘ → + any Punch (hold Punch to delay)
Super Arts	
Tyrant Slaughter	↓ ↘ → ↓ ↘ → + any Punch
Aegis Reflector	↓ ↘ → ↓ ↘ → + any Punch
Temporal Thunder	↓ ↘ → ↓ ↘ → + any Punch



Oro is still a decent character who depends more on basic moves and wake-up maneuvers than on his Special Moves. Oro's new standing Strong Punch has great range. His standing Roundhouse and Forward Kicks are still effective against jumpers...and he can finally two-in-one his crouching Forward Kick back into the Niouriki Throw that was removed from *2nd Impact*. Try jumping in with Roundhouse Kick, perform a standing Forward Kick, then two-in-one into the Niouriki throw for massive damage.

Special Moves	
Oniyanma	Charge ↓, then ↑ + any Punch
Nichirin Shou	Charge ←, then → + any Punch
Oniyanma	→ ↘ ↓ ↙ ← + any Punch
Jinchuu-Watari	↓ ↘ → + any Kick (can also be done in air)
Super Arts	
Yagyou Dama	↓ ↘ → ↓ ↘ → + any Punch
Kishin Riki	↓ ↘ → ↓ ↘ → + any Punch (when close to opponent, press Punch)
Tengu Stone	↓ ↘ → ↓ ↘ → + any Punch
Ghost Hammer	↓ ↘ → ↓ ↘ → + all three Punches (when Super Bar is maxxed)
Flying Rocks	Press all three Punch buttons, then ↓ ↘ → ↓ ↘ → + all three Punches (when Super Bar is maxed)



When Capcom decided to change the Hong Kong brothers Yun and Yang into different styles, no one ever dreamed Yun would become so strong! A few minor changes have been made, however, since *2nd Impact*. Yun's standing Forward Kick used to knock his opponent into the air for a juggle; now this only works at extremely close range. Yun's Air Chain, Jab Punch, Forward + Fierce Punch combo is still intact...and the You Hou Super Art is still extremely powerful.

Special Moves	
Tetuzankou	→ ↓ ↘ + any Punch
Zesshou Hohou	↓ ↘ → + any Punch
Kobokushi	↓ ↙ ← + any Punch (press all three buttons to fake)
Nishou Kyaku	→ ↓ ↘ + any Kick
Zenpou Tenshin	→ ↘ ↓ ↙ ← + any Kick
Angle Kick	↘ + any Kick at top of a jump
Super Arts	
You Hou	↓ ↘ → ↓ ↘ → + any Punch
Sourai Rengeki	↓ ↘ → ↓ ↘ → + any Punch (when close to opponent, press Punch)
Genei Jin	↓ ↘ → ↓ ↘ → + any Punch



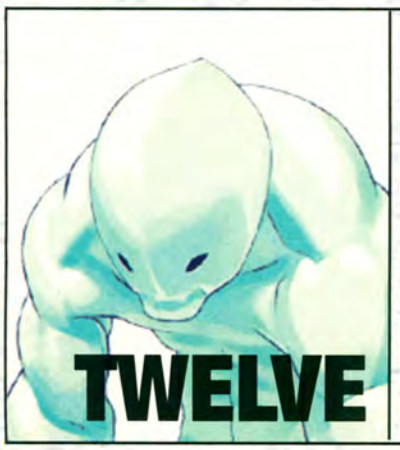
The quicker of the two Hong Kong brothers has a new move that allows him to teleport in three places and set up for a possible throw or setup combo. Yang still has his bread and butter combo: a standing Strong Punch, back + Fierce Punch, Fierce Punch again, then perform the Tenshin Senkyuutai Super Art. Yang's air chain, Forward Kick in the air, then Raigeki Shuu Air Kick still connects, as well as starting any other chain combo!

Special Moves	
Tetuzankou	→ ↓ ↘ + any Punch (can be repeated twice)
Senkyu Tai	↓ ↘ → + any Kick
Byakko Soushouda	↓ ↙ ← + any Punch (press all three buttons to fake)
Kaihou Teleport	→ ↓ ↘ + any Kick
Zenpou Tenshin	→ ↘ ↓ ↙ ← + any Kick
Angle Kick	↘ + any Kick at top of a jump
Super Arts	
Raishin Mahhaken	↓ ↘ → ↓ ↘ → + any Punch
Tenshin Senkyuutai	↓ ↘ → ↓ ↘ → + any Kick
Seei Enbu	↓ ↘ → ↓ ↘ → + any Punch



The mystery man who looks like Inspector Gadget is actually quite strong, but has very few combo links. His only major two-in-ones involve a close Standing Forward Kick into a High Speed Barrage, or a Dashing Head Attack into the Critical Combo Super Art. Effective anti-airs include: Crouching Strong Punch from a distance, back and Strong Punch, standing Fierce Punch and standing Jab Punch.

Special Moves	
Dashing Head Attack	Charge ←, then → + any Punch, (press Punch again for an overhead)
Dashing Leg Attack	Charge ←, then → + any Kick
High Speed Barrage	↓ ↙ ← + any Punch
Capture and Deadly Blow	→ ↘ ↓ ↙ ← + any Kick
Super Arts	
Critical Combo Attack	↓ ↘ → ↓ ↘ → + any Punch
Total Destruction	↓ ↘ → ↓ ↘ → + any Punch, then ↓ ↘ → + any Punch or Kick
Deadly Double Combination	↓ ↘ → ↓ ↘ → + any Punch



Useless; a very, very useless clone of Necro. Twelve has some very cool moves: He can turn invisible with his taunt, he can fly across the screen and he can morph into any character in the game with his X.C.O.P.Y. Super Art. (To turn into Gil, use Twelve's X.C.O.P.Y Super Art on Gil and you will be able to fight as him! Note: This only works in one-player mode when playing as Twelve and using his X.C.O.P.Y. Super Art.) Other than these interesting moves, Twelve is not very strong and his special moves are almost useless. Don't waste your money on Twelve unless you can afford it.

Special Moves	
N.D.L.	↓ ↘ → + any Punch
A.X.E.	↓ ↙ ← + any Punch (can also be done in air)
Kuuchu Dash	In air, ← ← or → →
D.R.A.	↓ ↙ ← + any Kick (in air)
Invisibility	Press Fierce Punch + Roundhouse Kick simultaneously
Super Arts	
X.N.D.L.	↓ ↘ → ↓ ↘ → + any Punch
X.F.L.A.T.	↓ ↘ → ↓ ↘ → + any Kick (in air)
X.C.O.P.Y.	↓ ↘ → ↓ ↘ → + any Punch

Tail Concerto



by Pat Reynolds





***Tail Concerto* is a heavily anime-influenced action game from Bandai. You play a canine police officer named Waffle whose job is to after gangs of rampaging cats and send them to jail. Waffle combats these frenzied kitties in his Police-Robo, a mechanized suit which allows him to fire kitten-containment bubbles and zap captured baddies straight to jail.**

The Basics

The world of *Tail Concerto* consists of several floating towns. Waffle travels between these towns in his airship. Initially, only Waffle's hometown of Porto and the besieged town of Resaca can be explored. As Waffle progresses further into the game, the other towns will become accessible. The bulk of the game is spent exploring every nook and cranny of the kitten-occupied towns and using Waffle's bubble-shooter and robo-suit arms to trap and capture the rampaging felines. Many kittens are harmless and simply run from Waffle when they see him, but others throw bombs, drive attack vehicles or fly planes. Waffle's bubble gun can damage vehicles and cause the kittens to be thrown out so he can catch them. The best advice for this game is to talk to every single person you see. Most of the objectives in the game (as well as new areas to explore) unlock only after talking to a certain character or interacting with the radio on Waffle's airship or the telephone in his home.

Items

Tail Concerto has no power-ups for Waffle to find; in fact, aside from quest-specific objects, the only regular items he'll find in his adventure are the following:



- **Bone** Recover 30% life.



- **Canned Food** Recover 50% life.



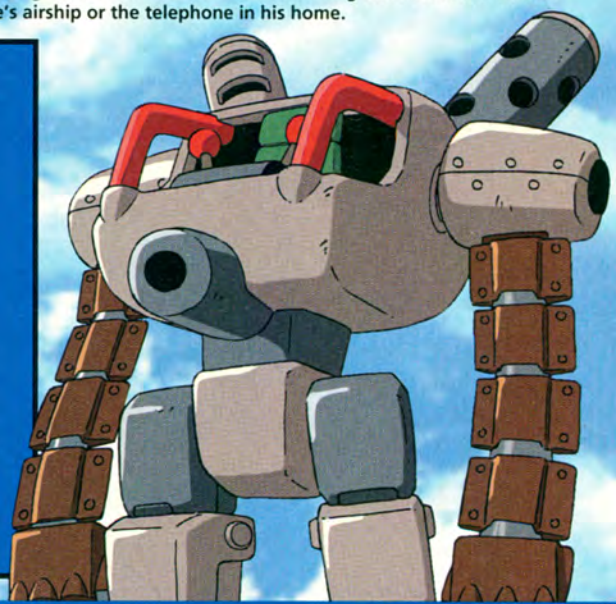
- **First Aid Kit** Recover 100% life.



- **Whistle** If Waffle's life runs out, he can use a whistle to continue his journey from the beginning of the area.

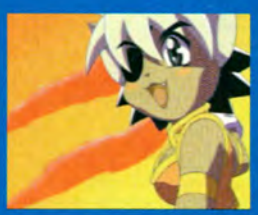


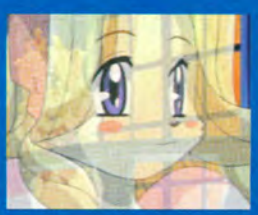
- **Picture Box** These brightly colored boxes with stars on them can be found everywhere throughout the world of Prairie. As Waffle collects them, pictures appear piece by piece in his photo album at home. When you've collected all the pieces to a photo, it can be viewed there.













The Walkthrough

Area 1
Resaca Harbor





Waffle's adventure begins in the harbor town of Resaca, which has been besieged by Black Cat Gang kittens. Enter the warehouses and clear them of kittens. A few tips for catching kittens: First, almost anything they throw at you can be used against them. Here, you'll want to practice picking up the bombs they toss and aiming them back at the kittens on the higher levels. Second, be sure to break open any crates, barrels and cabinets you come across in the game. Not only do they often contain healing items or whistles, but you'll sometimes find hidden kitties in them as well. You'll know you've cleared a room or area of kittens when you hear a chime.

In order to progress to the Central Plaza, you must clear the harbor area of all the Black Cats.

Area 2
Central Plaza





As soon as you enter the square, you'll be set upon by kittens piloting planes. You can use the bubble shooter on them when they fly near the ground or throw their bombs back at them. When the planes explode, quickly grab the kittens while they are stunned.

When all of the kittens are caught—be sure to search all of the rooms in the area as well—you'll receive a bag of coal. Take it to the engineer in the engine room and he'll use it to get the elevator going. Jump on the elevator and take it up.



Area 3
Ruins of the Air

Save your game with Panta after exiting the elevator, then head on to face the first boss.

Boss
Black Cat Airship




Keep your distance from the airship—it'll grab Waffle and slam him if you get too close. Pick up the bombs it throws and return them to sender. The little bomb monsters it releases will run toward you, but they flash for a few seconds before they detonate, making them easy to avoid. They can also be picked up and thrown at the airship.

Resaca Town

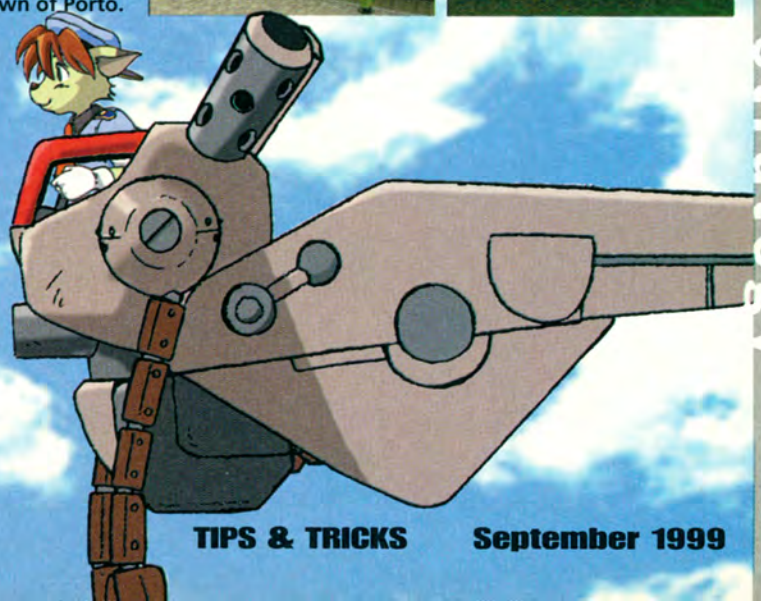



Now that the town is free from the Black Cat harassment, Waffle can explore a new area, which has several picture boxes and not much else. A little girl will give you a photo in exchange for the doll you should have found after catching a kitten earlier; you'll get another picture piece if you shoot the car that drives up and down the road. After you've finished collecting all the stuff here, hop in the airship and head west to Waffle's home town of Porto.

Porto



There's not a whole lot to do in Porto, although you'll return here frequently throughout the game. Talk to the townsfolk and visit Waffle's house—it's the only building in town you can enter. Inside, you can look through Waffle's collection of photos, save the game or adjust the sound and control settings. When you're ready to go again, head for the airship.



The Airship Archeonis





The goals here are to find the entrance to the inside of the ship (it's near the tail—watch out for the red pipes, they hurt Waffle), then capture all of the kittens onboard. You'll also need to find a stolen toolbox so the engineer can repair the engines. You'll receive it when you catch the last kitten. The only hassles here are the kittens in balloons floating around in the main room. Once you've dispatched them and caught the pilots, collecting the stray cats in the side rooms is easy business.

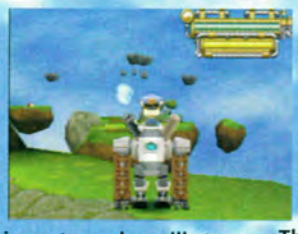
The final cats are hanging out on the bridge. Grab them and you'll be given information on your next destination.



One kitten is hidden above Waffle in this picture. To get him you'll have to jump and press the action button to jar him loose.



Airleaf



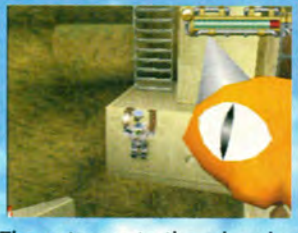


After clearing Resaca, two new areas open—Ferzen Mine and Air Leaf. There's no benefit to doing one before the other. Air Leaf is the easier of the two; it's really more of a bonus stage than anything.

Enter the house here and talk to the inventor, who will strap a Robo-jet to Waffle's Police-Robo. With this device, Waffle can negotiate the floating rocks and islands that make up the bulk of Air Leaf. Point Waffle at the "Target" cursor and fly from rock to rock until you reach the stranded pilot.

There are many picture boxes, whistles and health items scattered about here. There's a whistle you'll want to grab on top of the house. Don't fret if you can't get them all right now—the Robo-jet runs out of fuel quickly and there'll be a better opportunity to explore this area later in the game.

Ferzen Mine





The entrance to the mines is at the lowest area of town. Be sure to talk to everyone before heading inside. Look at the map just inside the mines to get a feel for the layout. The areas are connected by rails and Waffle must ride mine carts between them. There are no obstacles while in the carts, although you can jump and grab items along the path. Waffle must clear the mines of kittens before the route to the boss will open.

Grimto




This is a small, easy area. Enter the wooded spot to the right of the starting location. There are a few interconnected areas in the forest, and Waffle must capture all of the kittens to receive the prize. Once all of the cats are caught, return to the starting area and you'll find the gate unlocked. Beyond is the boss.

Boss
Black Cat Car



This boss is just as easy as the last one—simply throw bombs at it or even just shoot it with your bubble gun. The bubble shooter seems to do a load of damage to this particular boss for some reason.

After beating this boss, several events will occur, eventually leaving you back home in Porto. Go to the airship to receive your next destination.







Boss

Black Cat Tank





This battle is a bit harder than the previous ones. First, the area is small...and since the camera always aligns itself with the boss, when you run from it you can't see where you're heading. Falling off the edge becomes a real threat. Luckily, the boss itself isn't too tough. It throws out little bomb monsters, some of which explode on contact and some which fall on the ground and never blow up. These can be picked up and thrown back. Don't let the tank get too close to you, though—it'll try to squash you with its foot.

After beating the boss, return to Porto to save and get further information from HQ.

Abandoned Factory





The front door to the factory is locked; Waffle must make his way up the outside of the building by climbing on the yellow piping. This can be a difficult task. One thing that helps is that the pipes light up when Waffle is facing them, alerting you to a safe jump. Jumping from pipe to pipe is still frustrating. Once inside the factory, you'll face more tough platforming challenges like negotiating conveyor belts and swinging hand-over-hand from overhead grills. Be sure to make use of Waffle's ability to flap his Police-Robo arms and control his descent from a jump. At the top of the factory, another boss appears.



Boss

Rebuilt Black Cat Tank





The Black Cats have started rebuilding the tank boss from Grimto, but it's not finished yet and it won't even put up a fight. Instead, you'll have to avoid bombs dropped from planes and a giant weight that slams into the ground hard enough to send out a shock wave. Jump over the shock waves and grab bombs to throw at the stationary boss. With so little in the way of opposition, this fight is a cakewalk.

Secret Base

After destroying the abandoned factory, the mysterious benefactor of the Black Cats will escape with Waffle in pursuit. Waffle follows him to a hidden base. Be sure to save your game before entering this area.

The first three rooms in the base contain more in the way of platform trials. Nothing extremely tough, but challenging enough. Once you get past those areas, though, things get extremely hairy. Waffle learns that the base will self-destruct in five minutes and must traverse three more dangerous and quite frustrating rooms. In the first, more pipe climbing and riding of platforms awaits. Be careful of the steam jets on the platforms—they'll knock Waffle back to the ground. The second room has moving platforms between giant swinging spiked balls; a real pain. The third





room is a bit easier—you must avoid spiked walls that extend from the wall, then climb a ladder and backtrack across the top of the spiked sections as they move into and out of the wall. Follow the ladder and doors beyond that and you're home free (and the remainder of the game will feel like a cakewalk, too).

Coollant



After the escape from the secret base, Waffle returns to Porto where his Grandpa will contact him. You'll need to travel to Ferzen to meet him; he'll ask you to go to Coollant in the north to recruit the aid of a scientist there. Enter the ice cave at the beginning to talk to the scientist, who will offer to help you only if you capture the Black Cat members in the area. There are several outside and more in the two-room cave behind the man's house. With the kittens all captured, return to the cave and the scientist will give Waffle the materials his Grandpa needs. Return to Ferzen and give them to Grandpa. The two will head back to Porto, where the Black Cats attack in a giant airship.



Moving Fortress 1



This straightforward level consists of several rooms joined in a straight line. Just keep moving forward, clearing the rooms of kittens. In the first room you'll be attacked by several plane-flying kittens. Keep moving and throwing their bombs back at them. The second room has two stationary guns along the far wall. Fire at them while moving forward to destroy them. The ladder in this room leads down to a supply room with a first-aid kit, canned food, several bones and a whistle. The third room has three stationary guns to take out while avoiding running bomb monsters and trap doors that drop you down into the supply room. Use one if your health gets too low. The fourth room is free of enemies. The fifth room has a lot of kittens in tanks and is quite tough. Use the walls to ricochet bubbles; keep firing and moving. In the sixth room, the floor will open up. You'll need to ride the shifting grills across it while constantly moving to avoid the bombs that drop from above. After this, a few sloping rooms with rolling balls to avoid; then the fortress splits in two and Waffle escapes before his half explodes.

Air Leaf



The inventor will equip Waffle with a new device called the Moving Fortress Detector. This will let you see the position of the remaining section of the Fortress on the map. He also gives Waffle an enhanced Robo-jet while he is on Air Leaf; you should use it now to gather all the goodies you missed last time. When you're finished, return to Waffle's airship and head for the Moving Fortress.



Moving Fortress 2

This area consists of two boss fights with a room in between where you can refill your health and save your game.



Boss
Stea & Flaire





Avoid the giant magnet on this boss by running away from it while jumping to avoid the shock waves the hammer sends along the ground. It takes precise timing and positioning to grab the missiles it shoots out of the air, but it can be done. As soon as you have a missile, turn toward the boss and let it go. Try not to hold onto them for too long, as they drag you along with them and will damage you if they hit a wall or the boss while you still have them in your grip.



Boss
Alicia





This boss is very similar to the last one. The only difference is that it wields a giant megaphone instead of a magnet. When Alicia screams into it, a huge beam is sent out. Avoid this by running in circles around the boss. The hammer sends out shock waves similar to the last boss', which can be hopped over with good timing. Like Stea & Flaire's vehicle, Alicia's also fires missiles which you must use against her.











Interlude

Search for the Black Cat Sisters

After defeating the Black Cats, the three sisters split up and go missing. Waffle must travel the world searching for them. When you arrive at a location, look around for a cat balloon, signifying the presence of one of the sisters.



In Resaca you'll see this yellow balloon docked at the harbor. Head to the Central Plaza and you'll find that the building in the middle of the square that was previously locked is now open. Head inside and down the ladder to find Flaire.



In Grimto, you'll find Stea's balloon near the start. Enter the forest at the right and you'll find her.



With two of the three sisters reunited, Alicia will appear on her own. She'll steal the crystal stones you've collected and run away with Waffle giving chase. At the Egg-Shaped Rock, Fool uses the stones to reawaken the Iron Giant God. Waffle will automatically go to Preria Castle. Talk to everyone there, then talk to Panta. Events occur which lead Waffle into the belly of the Iron Giant God for the final showdown.

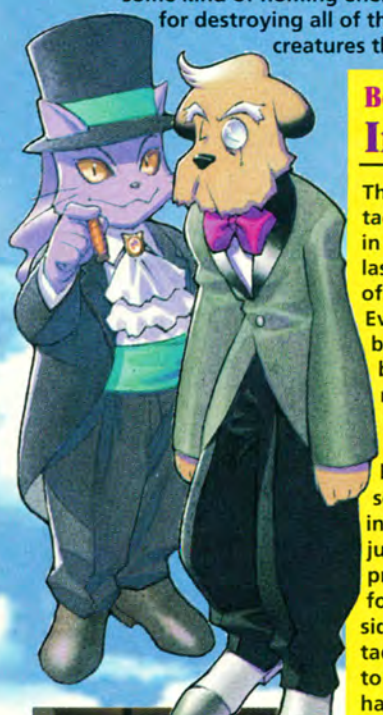
Iron Giant God







This short but frustrating level requires you to move through three teleporters to reach the top of the area where Alicia's balloon is located. You'll start on the ground, where you can find the first teleporter nearby. It will take you a bit higher in the room. From there you can see two more teleporters, one red and one green. Either of them will move you closer to your goal. Jumping here is extremely tricky, due to the fact that everything is slower because of the liquid filling the room. I found that adjusting the camera angle to look slightly downward helped to calculate the jumps. You'll also notice that Waffle's bubble shooter has become some kind of homing energy weapon, which is great for destroying all of the annoying swimming creatures that threaten to knock you back to the floor. After reaching either the red or green teleporter, look around until you find the yellow one. Watch the platforms for a couple of minutes to get a feel for the route you'll need to take. The yellow teleporter puts you in sight of the objective. Wait a few seconds after going through it and a staircase of platforms will appear. Be careful not to miss a jump here. I found that starting each jump from the center of the platform and tapping the jump button worked well. At the top is another teleporter that takes you to the boss.



Boss

Iron Robot





The final boss has three attack methods which he'll use in order. First, he fires out a laser beam that sends a wave of fire along the ground. Even if you're on the outside of the initial beam, you'll get caught in the fire. The best way to avoid this attack is to jump right or left when you see the telltale circle of light around the robot's head before he fires. Next, he'll form a ring of bombs which spin around him for a few seconds before disengaging and homing in on you. These can be easily avoided by jumping out of the way when they approach. Finally, he'll spin toward you. I found that running at an angle to either side of his approach worked, but this attack is very difficult to avoid. The only way to attack the boss is with Waffle's enhanced shooter, which still has slight homing capabilities. The best time to hit him with a steady stream of fire is during the floating bomb attack. Otherwise, take whatever opportunities present themselves to nail him as much as possible. It'll be a close fight, but as long as you manage to avoid the laser and the bombs, you should come out on top.

Just when you think it's all over, the five crystal stones appear and embed themselves in the wall as the boss returns to life with a full health bar. He'll use the same attacks, but luckily you don't have to engage him this time. Simply destroy any of the crystals (by jumping and hitting them) and he'll be defeated.



CLEAR DATA SAVE

After the credits, you'll be asked to save a file called Clear Data. This file allows you to play as Waffle in his pajamas and walk around Porto talking to people. You can also look around Waffle's house and examine the pictures you collected in his photo album. If you go to Waffle's bed, you can watch all of the animated cinema scenes from the game!

SHADOWGATE 64

TRIALS OF THE FOUR TOWERS

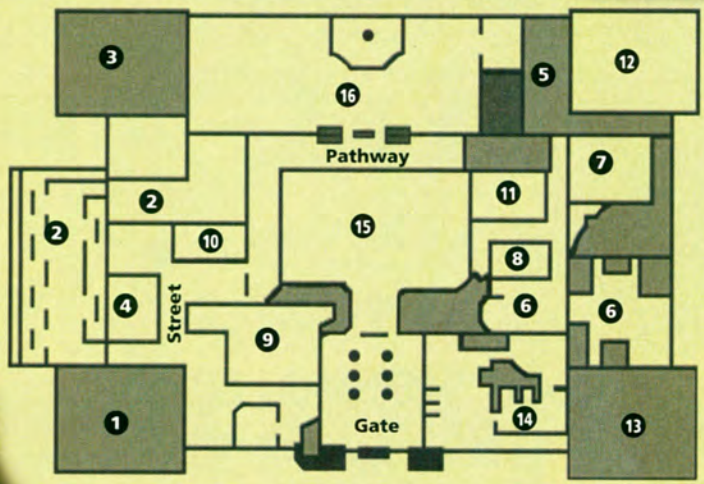
Part 2

by Jason Wilson

This is the second installment of our *Shadowgate 64* strategy guide. In this issue, we will take you through the last two towers in your quest to defeat the Warlock Lord! Again, we have created a map so that you will not be lost during your quest..



THE MAP



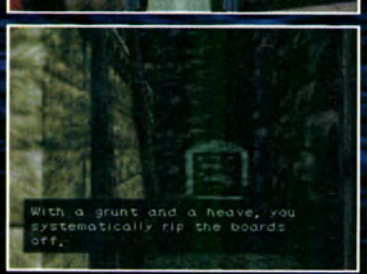
1) Tower of Disciples
2) Cemetery/Cathedral
3) Tower of Lakmir
4) Inn
5) Waterway
6) Excavation Area
7) Control Room
8) Rastolin's House
9) Thieves' Room
10) Festus' Shoppe
11) Agaar's House
12) Tower of Trials
13) Tower of the Flying Dragon
14) Stable
15) Altar
16) Park

INN/AGAAR'S HOUSE/CATHEDRAL

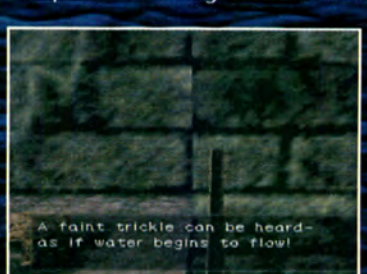




Having freed Agaar from his cell, you must now meet him at the Inn, where he will unlock the seal to his house. There you will find the Flint (on a bookshelf), the Dragon's Fang (in a bookcase) and the Lever to the Waterway (disguised as a bedpost). Grab all of them and head over to the entrance of the Cathedral. Do not enter; go to your right and you will see some boards. Remove them and place some Dragon's Tears on the lone gravestone, then wear the Ring of the Dead. You will now have the incantation for the Stone of Thirst! Head to the Excavation Area and



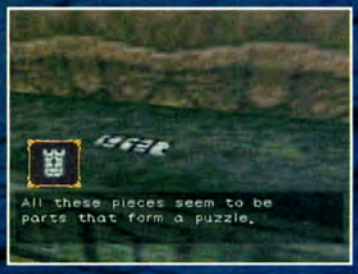


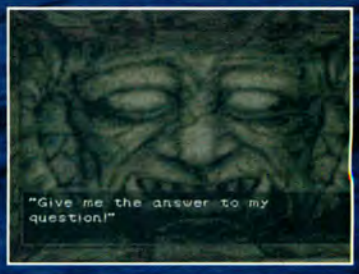


make your way down the ladder to one of the two tunnels. Use the Stone of Thirst to dry up the water, head down the ladder, then go up another ladder to the Control Room. Place the Lever at the end of the water mechanism, then move the left control to the left, the middle control to the right and the control at the far right to the right as well. Move the lever once again and you will have drained the water from the Waterway, opening the entrance to the Tower of Trials! Head back to the Waterway (where you met Kaitlin) and enter!

TOWER OF TRIALS

This tower will test your frustration levels! Upon entering, you will need to make your way up the stairs, then open the secret door that is located in the third painting on your left side. Step on the switch and enter the door. Collect the Crest pieces located on the table. You will need to assemble them on the front of the door to pass through to the next part of the tower. Assemble them in this order: The first piece, the last piece, the first piece, then the first piece. The door will open and you will need to answer four questions from the wall. (Yes, the wall!) If you fail to answer any of them correctly, you will be warped back to the tower entrance. Read the books that you have picked up during your quest for answers to the randomized questions. Go to the transporter, and you will now be warped to the "backwards room." Every movement you make will be the opposite of what you expect from the control pad. **Up** is **Down**, **Down** is **Up**, **Left** is **Right** and **Right** is **Left**. Avoid the blades as best as you can and take the various transporters until you reach a door. Enter the door and use the Flint to light the candle. Take the candle and enter the maze. You now have a time limit to make it through the huge maze. Head to the end of the corridor and press the the switch. This will unlock a second area that is the near the stairway where you first entered. Press the switch there, then head back down the corridor to the newly-created door. Take the ladder to this area and press the switch located in the corridor on your left. This opens a door up ahead that allows you to climb down a ladder. Enter the door on the far right side and make your way through the next set of doors until you find another switch. Activate that switch, then head back to the previous switch. Press that one again, go around the corner and down a ladder to find another switch. Press it, head back to the switch behind the corridor and press it again (making it a total of three times you have depressed this switch!). Head back down the ladder to the far right door again and make your way through the rest of the doors until you can go to the right. Place the candle in the holder and head through the door. Ahead and to your right will be a hallway with mirrors. You must enter the mirror on the furthest right corner by turning your back to it and walking through it backwards. If you do not enter this mirror and decide to enter another, you will not get the Ring of the Kingdom and will be warped back to the beginning of the level once again. When you see the Ring of the Kingdom, equip it and stand on the warp mechanism; you will be sent back to the beginning of the tower. However, you will have completed your conquest of the Tower of Trials and can now head back to the Tower of Disciples!











TOWER OF DISCIPLES





Head back to this tower and enter the room on the bottom floor that you were unable to enter earlier in the game. Because you have gained the Ring of the Kingdom, entrance is granted and you are now able to get the Dragon Flute. Your quest is almost over! Head over to the final tower, the Tower of Flying Dragon!



TOWER OF FLYING DRAGON

At the entrance, blow the Dragon Flute and you'll be able to enter the tower. Go into the door after you head down the long, winding stairwell. Go down the ladder and take the Dragon's Eye. Go back out of the room, making your way to the end of the stairwell until you reach a dead end with a picture of a dragon with a missing fang. Place the Dragon's Fang from your inventory into the picture and a stairway will appear! Take the stairs up until you find a room where there is no music. Place the lock of Giant's Hair from your inventory onto the instrument. Equip the Ring of the Dead and listen to the Giant's melody. This is the melody you must know in order to see the dragon!

TOWER OF FLYING DRAGON







Enter the next room and you will see four gold statues. Each of these statues plays a part of the melody. You will need to touch the correct wing on each statue in order to get to the dragon. After entering this room, go to the statue at the top left of the screen and press the right wing. Go to the statue at the top right of the screen and press the left wing. Then go to the statue at the bottom left of the screen and press the left wing. Finally, go to the statue at the bottom right corner of the screen and press the right wing. The melody is played correctly and another stairway will appear. Equip the Ring of the Kingdom and take the Staff of Ages. The Dragon will then take you away to the last leg of your journey!







STABLE/ALTAR/WARLOCK LORD

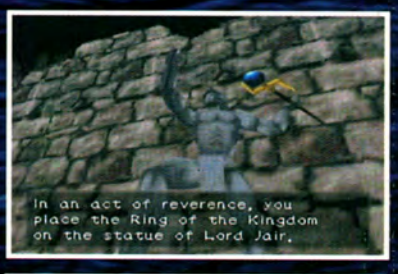






After the dragon has dropped you off, enter the stable. Attempting to move to any other place will result in death. Use the flint to start a fire in the stable, then head toward the Altar. Equip Jezibel's pendant and her son will allow you to enter the Altar. Place the Dragon's Eye on the staff, then watch Belzar go ballistic and torch the place. After watching his fury, exit the Altar; the only place you will be able to go to is the Park. The Warlock Lord will appear to destroy you. Equip the Ring of the Kingdom and place the Staff of Ages in the hands of the statue of Lord Jair. Give the Ring of the Kingdom to the statue and watch Lord Jair dispose of the Warlock Lord once and for all!













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HOW TO ENTER:

Send a postcard (no envelopes please), along with your full printed name, address, age and phone number (including area code) to:

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***TIPS & TRICKS Thousand Arms* Giveaway: Official Rules**

No purchase necessary. Limit one valid entry per person/address. Contest open to legal residents of the United States and its territories and possessions. Multiple entries are prohibited. All entries become the property of *TIPS & TRICKS* Magazine. All taxes are the responsibility of the winner. No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by November 1, 1999. Sponsors are not responsible for lost or misdirected entries. Winners will be selected by the editors of *TIPS & TRICKS* Magazine. Editors' choice is final. Odds are determined by number of entries received by the sweepstakes deadline. Winners will be notified by mail. This sweepstakes is sponsored by Atlus U.S.A., Inc. and *TIPS & TRICKS* magazine.

SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highlighted by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

POKÉMON STADIUM

Nintendo • October • 1-4 Players

Released in Japan last year, the original *Pokémon Stadium* was something of a disappointment for overseas Pokémon trainers. The idea was very cool; players could connect their Game Boy *Pokémon* cartridges to the N64 controllers through the use of a special adapter called the 64GB Pak, then compete against each other with full color, 3-D rendered versions of the Pokémon that they had captured and trained. Unfortunately, the game offered few of the extra options that you'd expect from a 64-bit companion to a simple Game Boy adventure; it didn't even support all 151 known Pokémon types! *Pokémon Stadium 2* corrected these shortcomings and more when it was released in Japan this summer; in fact, it's so much better than the first game that Nintendo has decided not to release the original *Pokémon Stadium* in North America. Instead, *Pokémon Stadium 2* will be released here in October under the name *Pokémon Stadium*. The one- and two-player battle options are many; you can even recreate the last three years' worth of real-life Japanese Pokémon tournaments, complete with official rules and restrictions. And the battles are awesome; you get to watch your favorite Pokémon perform their most powerful attacks with dynamic camera angles, cheering crowds and a TV-style play-by-play announcer who provides hysterical, running commentary. And if you get tired of turn-based battles, there are several different mini-games in which various Pokémon test your hand/eye coordination, just like in *Mario Party*. At press time, Nintendo still had not announced if the 64GB Pak would be packaged with the game or sold separately; either way, no self-respecting Pokémon trainer can afford to miss this game!































XENA: THE WARRIOR PRINCESS

Electronic Arts • Fall 1999 • 1 Player

Movie or TV show tie-in games are usually let-downs, but *Xena: The Warrior Princess* is definitely one of Electronic Arts' coolest PlayStation games this year. Yes, you've got tons of characters from the TV show like Gabrielle, Ares and Hades. Yes, you can make Xena do all her moves like the goofy bicycle kick and her gut-wrenching battle cry. Yes, you get to throw Xena's Chakram. Xena fans will not be disappointed. However, the coolest and most surprising thing is that the game actually stands on its own; it's enjoyable even for those who aren't familiar with the Xena TV show. It's got lots of special moves and the fighting has a surprising amount of depth.











TOMBA 2

Sony • 1st Quarter 2000 • 1 Player



Tomba, the half-naked caveman with the pink hair, is back in *Tomba 2*! This time, Tomba is much more fleshed-out since the game is now all in 3-D. Although the environments may seem to suggest that Tomba could freely roam anywhere, the game still operates on a straight track like the first one. The 3-D environment, however, allows Tomba to perform all sorts of new moves and tricks to overcome various obstacles. According to the story, Tomba is on a search for his girlfriend after defeating all the evil pigs in the first *Tomba* game. Little does he know that the evil pigs are planning to regroup and attack again! As in the original game, there are tons of side missions—over 100 in all! Tomba will also come across several weapons and items to help him in his journey. Occasional friends also come in and help Tomba at various points. This looks like another unique and fun adventure from those wacky developers at Whoopee Camp!









TOKYO XTREME RACING

SUPER 輸入 IMPORT!

Crave • September • 1-2 Players













Genki is quickly becoming one of our favorite developers with its steady stream of excellent games. *Tokyo Xtreme Racing* is arguably the coolest racing game for the Dreamcast, and not a minute too soon. Yes, there are tons of racing games out there, but Genki has managed to squeeze some fresh ideas out of an otherwise tired genre. For example, you can customize your license plate with any number you want to put on it. And if you're feeling extra-rebellious, you can even choose to place it off-center on your front bumper! There are also a myriad of customization options available for each car: You can choose your own style of spoiler, sideskirt, exhaust, hood and front and rear bumpers. If these trivialities don't impress you, you can also modify all kinds of parameters for your car: Ride height, brake balance, shock stiffness, gear ratios, etc...What's more, there are over 20 real cars to choose from, though their names have been "genericized." But the best part is that you get to go out on the Shuto Expressway in Tokyo—a real route that's famous for its traffic and frequent accidents—and hunt down rival drivers to race. Physically making the player find people to race against is a super-cool feature that really gets you into the game. Forget about waiting for *Gran Turismo 2* and pick up *Tokyo Xtreme Racing* this fall!



NBA BASKETBALL 2000



Fox Sports • October • 1-8 Players

After a slow start last year, Fox Sports Interactive has been getting very serious about challenging EA Sports head-on. The folks at Fox Sports realize that it may take several years to give EA Sports a run for their money, but they know that now is the time to start. Developed by the experienced talent from Radical Entertainment, *NBA Basketball 2000* demonstrates Fox Sports' re-commitment to quality. The game features all 29 NBA teams and their full rosters, including the ability to trade and even create players. Play-by-play and pre-game analysis are all done by Fox Sports announcers Greg Papa and Doc Rivers. Each game is presented in the Fox Sports Net broadcasting style with Sports Tickers and "Fox-Scope" replays. The game has several nice touches not seen in other basketball games, including a pre-game shoot-around, a rebounding indicator, real injuries and more! Fox Sports' goal is to make a game that's just fun to pick up and play. From what we've seen, they're well on their way!















NHL CHAMPIONSHIP 2000

Fox Sports • September • 1-8 Players

Also developed by Radical Entertainment, Fox Sports' *NHL Championship 2000* should grab the attention of hardcore hockey fans. The game features all NHL teams, including the Atlanta Thrashers expansion team, 18 International teams and all officially licensed NHLPA players. Fox Sports announcers John Davidson and Kenny Albert bring you all the play-by-play and pre-game analysis. Players can also be created and edited just like the basketball game. *NHL Championship 2000* concentrates on fluid control; every player has an arsenal of moves and animations including wrist shots, slap shots and incredible goalie saves. True to the Fox broadcasting style, the puck can be tracked by the Fox Trax Puck Positioning System (hockey purists hate it, but it can also be turned it off). And what's a hockey game without fighting? There's plenty of face-bashing in *NHL Championship 2000*; the game features an exclusive fighting engine to give the spontaneous brawls more depth. A rivalry system also determines whether two teams will play clean or dirty. Now that's what we call attention to detail!













NBA SHOWTIME: NBA ON NBC

Midway • September • 1-4 Players









Midway's incredibly popular arcade game, *NBA Showtime*, is being ported over to the Dreamcast. Initially the game was slated for a late winter release, but it looks like Midway plans to have it ready as a launch title for September 9th. The game looks and plays just like the arcade game and even includes all those zany secret characters. By the time *NBA Showtime* is released for the Dreamcast, the rosters will probably be updated from the arcade version. Also expect to see some Dreamcast-exclusive features and/or characters. Modem play has still not been determined since Sega is still working on how they will service the modem for the Dreamcast. The good news is that players can still catch on fire, hit a three from the Hot Spot and do all the over-the-top dunking just like the arcade game. We've lost many hours of precious editorial time playing our *NBA Showtime* machine and the Dreamcast version definitely won't solve our problems here!





WIPEOUT 3

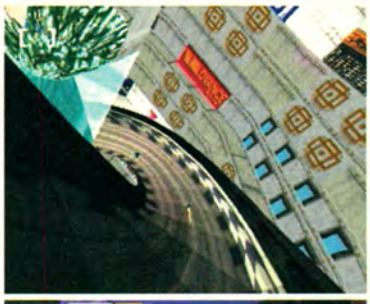
UPDATE!

Psygnosis • Winter 1999• 4 Players

TIPS & TRICKS PICK!

There's still a long way to go until the release of *Wipeout 3*, but development on the game has been progressing nicely. You'll have a total of eight teams to choose from: five from *Wipeout XL* and three new ones. There are also eight totally new tracks with some interesting designs like corkscrew loops. Thankfully, the negCon controller will still be supported as well as the Dual Shock's analog sticks. What's more, the developers have also come up with seven new weapons plus five from the previous installment. Each vehicle comes with a new Turbo button, but the downside is that it uses your shield energy. The popular British DJ Sasha has also joined the development team as musical director and will be providing a number of exclusive cuts himself. You can also expect to hear artists like Chemical Brothers, Orbital, Paul Van Dyk, Propellerheads and Underworld.











THRASHER: SKATE AND DESTROY

Rockstar • November • 1-2 Players

Several skateboard games have been hitting the market and all of them try to catch the attention of jaded, angry skaters. Rockstar's *Thrasher: Skate and Destroy* was created in conjunction with *Thrasher* magazine and boasts the kind of fine details that should have every skater hanging up their boards for a little PlayStation action. The player starts out as an amateur and tries to graduate from the local streets into the big tournaments. Along the way, the skater will be approached by various clothing companies and board manufacturers for sponsorship. Each course has a time limit; if time runs out, a cop with a tazer will try to hunt you down and zap you! A recent demonstration of the game by Rockstar had us laughing out loud at the bumbling cops' voice samples. The coolest feature of *Thrasher: Skate and Destroy* is the detail of every course. The game takes you through several cities including L.A., New York and San Francisco, to name a few. Every course is a duplicate of an actual popular skating area for that city. See if your favorite skating area is in the game...but don't tell the police!















HOT WHEELS TURBO RACING

TIPS & TRICKS PICK!

Electronic Arts • October 1999 • 1-2 Players

Developed by Stormfront Studios, the Nintendo 64 version of *Hot Wheels Turbo Racing* closely resembles the PlayStation version we previewed in our July issue. These guys have been playing a lot of *Beetle Adventure Racing*; this game combines the tight controls, awesome track designs and secret shortcuts of *Beetle* with snowboarding-style stunts and more than 40 of the coolest car designs from over 30 years' worth of Mattel's Hot Wheels toy line-up. You want speed and power? The Thunder Roller is your vehicle of choice. Real-life racing fans can pick Kyle Petty's Hot Wheels racer or famous funny cars like the Mongoose and the Snake. If stunts are your bag, check out the Red Baron or Power Pistons...and here's where you really get into the meat of the gameplay. Any time you hit a ramp, drive off a cliff or just fly over a hill, you can manipulate your car in 3-D space to pull all kinds of crazy stunts. Barrel rolls, front and backflips, 1080° tornado spins...you're only limited by your imagination and the amount of hangtime you get. Successful stunts are rewarded with points and nitro boosts that you'll use to turbo your way to higher speeds, better lap times and even more outrageous stunts! *Hot Wheels Turbo Racing* could be the sleeper hit of '99; it's one of the most fun games we've played all year.

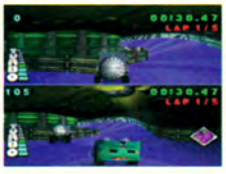
















PAC-MAN WORLD

Namco • Winter 99 • 1-2 Players








Here's the first new *Pac-Man* game in years! The folks at Namco have come up with an awesome game design that will cure your lame game blues. The game engine is finely tuned and the controls are tight. The graphics are sharp and polished, the level designs are original and the difficulty is just right. And the soundtrack is amazing, incorporating happy, funny new tunes with remixes of familiar *Pac-Man* theme music and crisp, nostalgic sound samples from the classic coin-op original. While it shares some vague similarities with Namco's own *Klonoa* and some other platform games, overall the experience is fun and original. And if the *Pac-Man World* adventure by itself isn't enough, this PlayStation disc also includes the original *Pac-Man* game as well as a new 3-D version with graphics "kicked up some notches," as Emeril Lagasse would say. Wakka-wakka-wakka!

STARCRAFT

Nintendo • September • 1-2 Players







Nintendo continues its efforts, after *Command & Conquer*, to bring more popular strategy titles to the N64 console with *Starcraft* and the upcoming *Ogre Battle III*. *Starcraft* by Blizzard is arguably the most popular PC game in the past couple of years. The game still ranks in the top 10 in PC game sales after more than a year after its release. The N64 version will have toned-down graphics compared to the blazing visuals of the PC version, but the essence of the game will remain the same. You have three different alien races to choose from: Terrans, Protoss and Zerg. Each race has unique strengths and weaknesses that will determine how you approach your battle strategy. Battles are waged on land and in space using various troop formations and supply routes. There will be 30 missions to conquer and several of them will be exclusive to the N64. With three races to choose from, *Starcraft* should have plenty of replayability!

TOMB RAIDER: THE LAST REVELATION

Eidos • November • 1 Player








Yikes! Back again? That's right, the über-girl returns for a fourth installation, *Tomb Raider: The Last Revelation*. As the title indicates, this could be Lara's last outing before she hangs up the machine guns and becomes a Baywatch star. This time Lara goes back to what she does best: raiding tombs. The game takes place throughout different locations in Egypt and is said to contain one single continuous story without any "loading time" interruption (sounds cool!). There will be a new interface and inventory system, plus all-new puzzle mechanics. You go, girl!

NFL GAMEDAY 2000

989 • September • 1-4 Players






As football season approaches, we get a little taste of things to come in this year's annual *Gameday* vs. *Madden* wars. 989 Studios' *Gameday* series has reached its pinnacle in *NFL Gameday 2000*. 200 all-new motion capture animations were done by nine different NFL players including Jerome Bettis, Tim Brown, Jason Sehorn and Mike Alstott. Play-by-play will again feature the voices of Dick Enberg and Phil Simms. The playbook is designed by real NFL players containing the latest offensive and defensive trends. A new play editor will also allow you to design your own plays and save them to the memory card. 31 NFL teams—including the Cleveland Browns and Tennessee Titans—with full rosters of more than 1,500 NFL players will be featured. Each player model will reflect the real player's size, height and weight, making match-ups an even more important factor than before. Let the *Gameday* vs. *Madden* wars begin!

MEGA MAN LEGENDS 2

Capcom • 2nd Quarter 2000 • 1 Player

In our opinion, *Mega Man Legends* was one of the most underrated games of last year. Hopefully that won't prevent Capcom from releasing the follow-up, *Mega Man Legends 2* in North America. The Japanese version of *The Misadventures of Tron Bonne* features a bonus demo disc of *Mega Man Legends 2* and the same thing might happen here in the U.S. Details regarding the game are still unclear, but Capcom promises that the new story will be much deeper and more involved. What is obvious is that the 3-D graphics have been enhanced, as seen in these new screen shots. Expect more Mega Man-style boss battles and tons of new gadgets. We're banging on Capcom's door for this one!











RUSH 2049

Atari • Available Now • 1-4 Players

Team Atari has done it again! After the highly successful *San Francisco Rush* and *Rush: The Rock* hit the top of the arcade charts, Atari has developed a futuristic version of *Rush* that has a lot in common with Midway's impressive *Hydro Thunder*. *Rush 2049* contains all new cars and tracks, but there's no word yet regarding compatibility with the Wavenet system that currently links gamers from different arcades all across California to play against each other in *Rush: The Rock*. With *Rush 2049*'s new graphic enhancements and Atari's impressive resurrection in arcades as of late, this will be a sure-fire hit. Bottom line: The game is gorgeous!









SHAMUS

Telegames • September • 1 Player



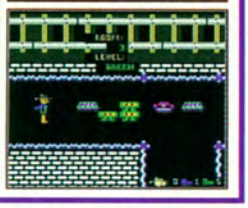
Back in 1982, programmer Cathryn (then William) Mataga combined elements of *Berzerk*, *Robotron: 2084* and *Venture* to produce *Shamus*, one of the coolest, most addicting action/adventure computer games of all time. 17 years later, Mataga has updated this forgotten classic for the Game Boy Color, incorporating new graphics, stereo sound, a password system and even a bunch of flashy intermission sequences that tell the game's story with brief full-motion video clips. As the robot Shamus (a slang term for detective), you must fight your way through over 120 rooms of enemies. Your only weapon is the "ion shiv," an electric knife that can short-circuit and disable your opponents from any distance. You must find color-coded keys to unlock doors that will allow you to advance to the lair of your arch-nemesis, the Shadow...and if you wait too long in any room, the Shadow will come after you! A classic game at a very affordable suggested retail price (under $20), *Shamus* is also compatible with original Game Boy and Game Boy Pocket systems.









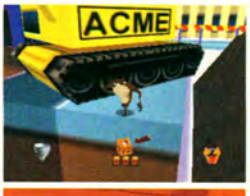


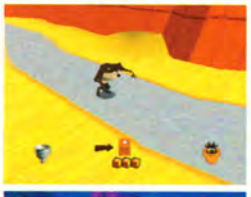
TAZ EXPRESS

Infogrames • Fall 1999 • 1 Player



Another Looney Tunes game from Infogrames is about to hit the stores. *Taz Express* brings none other than the popular Tasmanian Devil to the N64. Taz's job is to deliver various crates to different points throughout the game. Although Taz doesn't suffer any damage in the game, if he breaks or loses his crate it's "game over." Taz can run, jump, eat and even do his tornado spinning move to bust through mountains and walls. There are six worlds—each with multiple sub-levels—and several bonus stages. The big secret of the game: What's in the crate? Unfortunately for Taz, all his buddies are against him: Yosemite Sam, Bugs Bunny, Wile E. Coyote and Marvin the Martian. ACME rules!











MONSTER TRUCK MADNESS

Rockstar • Availabe Now • 1-4 Players

If you like big, mean and ugly vehicles, then Rockstar's *Monster Truck Madness* is for you! The popular PC game from Microsoft finally makes its way to the N64. Up to four players can battle it out in huge, terrain-crushing monster trucks. Each track has alternate paths that allow players to freely roam and create their own routes. Power-ups add to the destructive chaos as you blast your opponents away with shrink bombs, homing missiles, nitros, etc. WCW/NWO fans will get an added bonus of being able to choose "wrestletrucks" featuring Sting, The Outsiders, Bret "The Hitman" Hart and Hollywood Hogan. Smash everything that gets in your way! Available in stores now.











DONKEY KONG 64

UPDATE!

Nintendo • November • 1-24 Players

Nintendo is gearing up for a huge holiday season as it prepares to launch three high-profile titles from Rare: *Jet Force Gemini*, *Perfect Dark* and *Donkey Kong 64*. Big things are expected from *DK 64*; Nintendo hopes to break sales records set by *The Legend of Zelda* last year. Given the wide appeal and popularity of the giant ape, it's probably a fair assessment. *DK 64* can be best described as a bundle of mini-games; the focus is on constant gameplay and joystick fever. Each of the five playable characters has to be played in order to complete the game, making *DK 64* a game of epic proportions. You can guess what we'll be playing over the Christmas holidays!











MONSTER RANCHER 2

SUPER 輸入 IMPORT!

Tecmo • September • 1 Player

TIPS & PICK! TRICKS

Suezo and his buddies are back in the sequel to Tecmo's famous monster breeding game, *Monster Rancher 2*. The game will again allow you to create monsters out of your favorite music CDs and PlayStation discs—we even tried a Dreamcast disc and we got a monster! The breeding and training of your monster has become more involved; you can watch your monster endure various training exercises, including studying! Monsters can be saved on a memory card so you can show off your hard-trained monster to others. Tecmo is getting very serious about the *Monster Rancher* franchise: A *Monster Rancher* cartoon show will start airing this fall on BKN Kids Network and several *Monster Rancher* figures will also start hitting toy stores. With the incredible *Pokémon* craze, who can blame them?













DIE HARD TRILOGY 2

Fox Interactive • Fall 1999 • 1 Player

DIE HARD TRILOGY 2

You want some? Pistol-mouth John McClane is back for more anti-terrorist action in *Die Hard Trilogy 2*. Ultra hi-tech terrorists threaten to wipe Las Vegas off the map. McClane must race against time and save the neon lights of Vegas from going out permanently. Like the first *Die Hard Trilogy*, there will be three different gameplay styles: a third-person action/adventure mode, a first-person shooting mode and an extreme driving mode. The story-driven adventure will seamlessly combine all three styles as you make your way through the casinos and out into the lonely desert. You can also use a light gun in the first-person mode. Yippi-ki-yay!

















TIPS & TRICKS SELECT GAMES

Official Response Card

Dear *Tips & Tricks*:

I saw the "Select Games" section and I'm sending this card in to tell you that I really want to see strategy guides on the following games:

Game Title:	Game System:
_____	_____
_____	_____
_____	_____
_____	_____

Sincerely,

_____ _____ _____ ____

(name) (city) (state) (age)

PLACE
STAMP
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TIPS &
TRICKS™

P.O. Box 17720
Beverly Hills CA 90209-3720

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64

SEPTEMBER

1	Airboardin' USA	Agetec
2	Army Men: Sarge's Heroes	3DO
3	Elmo's Letter Parade	Mindscape
4	Elmo's Number Parade	Mindscape
5	F1 World Grand Prix II	Video Systems
6	Gauntlet Legends	Midway
7	Gex 3: Deep Cover Gecko	Eidos
8	Grand Theft Auto	Rockstar
9	Harrier 20001	Video Systems
10	Hercules: The Legendary Journeys	Titus
11	Hot Wheels Turbo Racing	Electronic Arts
12	Hybrid Heaven •	Konami
13	In Fisherman's Bass Hunter	Rockstar
14	Jet Force Gemini	Nintendo
15	Mini Racers	Nintendo
16	NASCAR 2000	EA Sports
17	NFL Quarterback Club 2000	Acclaim
18	Lego Racers	Lego Media
19	Madden 2000	EA Sports
20	Mario Golf •	Nintendo
21	Paperboy	Midway
22	Playmobil	Ubi Soft
23	Road Rash 64	THQ
24	Ronaldo Soccer	Infogrames
25	Starcraft	Nintendo
26	Top Gear Rally 2	Kemco
27	WCW Mayhem	Electronic Arts
28	Xena: The Warrior Princess	Titus

OCTOBER

29	Castlevania Special Edition	Konami
30	CyberTiger Woods Golf	EA Sports
31	Earthworm Jim 3D	Rockstar
32	Harvest Moon	Natsume
33	Looney Tunes: Space Race	Infogrames
34	NBA Live 2000	EA Sports
35	NFL Blitz 2000	Midway
36	Nuclear Strike	THQ
37	Rat Attack	Mindscape
38	Rayman 2	Ubi Soft
39	Space Invaders	Activision
40	Supercross 2000	EA Sports
41	Tiny Tank	Crave
42	Tom Clancy's Rainbow Six	Southpeak
43	Vigilante 8: Second Offense	Activision
44	Winback	Koei

NOVEMBER

45	Battle Tanx 2	3DO
46	Bassmasters 2000	THQ
47	Brunswick Circuit Pro Bowling	THQ
48	Donkey Kong 64	Nintendo
49	Hydro Thunder	Midway
50	Knockout Kings 2000	EA Sports
51	Major League Soccer	Konami
52	Monopoly	Hasbro
53	NBA JAM 2000	Acclaim
54	NBA Showtime (NBA on NBC)	Midway
55	Kobe Bryant's NBA Courtside 2	Nintendo
56	Resident Evil 2	Capcom
57	Ready 2 Rumble Boxing	Midway
58	Roadsters 99	Titus
59	Taz Express	Infogrames
60	Toy Story 2	Activision
61	Turok: Rage Wars	Acclaim

DECEMBER

62	Armorines	Acclaim
63	Duck Dodgers	Infogrames
64	Perfect Dark	Nintendo
65	Earthbound (Mother 3)	Nintendo
66	Excitebike 64	Nintendo
67	South Park: Chef's Love Shack	Acclaim

4th QUARTER '99

68	Bomberman 2 •	Hudson
69	Daikatana	Kemco
70	NBA In the Zone 2000	Konami
71	Ogre Battle 3 •	Nintendo
72	Ridge Racer	Nintendo
73	Star Wars: The Phantom Menace	Nintendo
74	South Park Rally	Acclaim

POSSIBLE IN '99

75	1080° Snowboarding 2	Nintendo
76	Assault	Telstar
77	Banjo Tooie	Rare
78	Battlezone	Activision
79	Blues Brothers 2000	Titus
80	Chameleon Twist 2 •	Sunsoft
81	Charlie's Blast Territory	Kemco
82	Dethcarz	GT
83	Pikachu Genki De Chu •	Nintendo
84	Pitfall	Activision
85	Quest for Camelot	THQ
86	Rakuga Kids •	Konami
87	Rollerball	MGM
88	Spider-Man	Activision
89	Super Mario 64 II	Nintendo
90	Super Mario RPG 2	Nintendo
91	Tamagotchi •	Bandai

1st QUARTER 2000

92	Mortal Kombat Special Forces	Midway
93	NHL Blades of Steel	Konami
94	Pokemon Stadium •	Nintendo
95	Tarzan	Activision
96	X-Men	Activision

PLAYSTATION

SEPTEMBER

1	Broken Sword 2	Crave
2	Clock Tower 2 •	Agetec
3	Croc 2	Fox
4	Die Hard Trilogy 2	Fox
5	Dino Crisis •	Capcom
6	Echo Night •	Agetec
7	Final Fantasy VIII •	Square/EA
9	G-Police: Weapons of Justice	Psygnosis
10	Hot Wheels Turbo Racing	Electronic Arts
11	Indiana Jones	LucasArts
12	Intellivision Classics	Activision
13	Jet Moto 3	989
14	Kingsley	Psgynosis
15	Lego Racers	Lego Media
16	Madden 2000	EA Sports
17	Mission Impossible	Infogrames
18	Monster Rancher 2 •	Tecmo
19	NASCAR 2000	EA Sports
20	NCAA Gamebreaker 2000	989
21	NFL Gameday 2000	989

★ Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available as an import at press time.



GAME TRACK!

PLAYSTATION SEPTEMBER continued

22	NFL Blitz 2000	Midway
23	NHL 2000	EA Sports
24	NHL Championship 2000	Fox
25	NHL Face Off 2000	989
26	Omega Boost •	Sony
27	Omikron: The Nomad Soul	Eidos
28	Paperboy	Midway
29	Rat Attack	Mindscape
30	Rayman 2	Ubi Soft
31	Ready 2 Rumble Boxing	Midway
32	Rising Zan •	Agetec
33	Silhouette Mirage •	Working Designs
34	Sled Storm	EA
35	South Park: Chef's Love Shack	Acclaim
36	Space Invaders	Activision
37	Star Con	Infogrames
38	Star Wars: Episode I Racer	LucasArts
39	Suikoden II •	Konami
40	Superman	Titus
41	Thousand Arms •	Atlus
42	Tiny Tank	Sony
43	Vegas Games 2000	3DO
44	WCW Mayhem	EA

OCTOBER

45	007: Tomorrow Never Dies	MGM
46	Alien Resurrection	Fox
47	Arcade's Greatest Hits vol. III	Midway
48	Army Men: Air Attack	3DO
49	Army Men: Sarge's Heroes	3DO
50	Chocobo Racing •	Square/EA
51	Crusaders of Might & Magic	3DO
52	CyberTiger Woods Golf	EA Sports
53	Dune 2000	Westwood
54	Earthworm Jim 3D	Rockstar
55	FIFA 2000	EA Sports
56	Fighting Force 2	Eidos
57	Final Fantasy Anthology •	Square/EA
58	Formula One '99	Activision
59	Gallop Racer •	Tecmo
60	Grandia •	Sony
61	Grand Theft Auto 2	Rockstar
62	Jeff Gordon XS Racing	ASC
63	Jeremy McGrath 2000	Acclaim
64	Lego Rock Raiders	Lego Media
65	Major League Soccer	Konami
66	Medal of Honor	EA
67	Messiah	Interplay
68	Metal Gear Solid VR Special Edition •	Konami
69	NBA Basketball 2000	Fox
70	NBA Live 2000	EA Sports
71	NHL Blades of Steel 2000	Konami
72	Nickelodeon CatDog	Hasbro
73	Official Formula One Racing	Eidos
74	Pac-Man World	Namco
75	Panzer General Assault	Mindscape
76	Pong	Hasbro
77	RC Stunt Copter	Titus
78	Scrabble	Hasbro
79	Supercross Series 2000	EA
80	Test Drive 6	Infogrames
81	Test Drive Off-Road 3	Infogrames
82	TNN Motorsports Hard Core	ASC
83	Tony Hawk Pro Skater	Activision
84	Trickin' Snowboarder •	Capcom
85	Vigilante 8: Second Offense	Activision
86	Warpath: Jurassic Park	EA
87	Xena: The Warrior Princess	EA

NOVEMBER

88	Barbie Race & Ride	Mattel
89	Cool Boarders 4	989
90	Crash Team Racing	SCEA
91	Danger Girl	THQ
92	Darkstone	Rockstar
93	Gauntlet Legends	Midway
94	Glover	Hasbro
95	Grand Turismo 2 •	Sony
96	Jackie Chan Stunt Master	Midway
97	Juggernaut	Jaleco
98	K-1 Grand Prix •	Jaleco
99	Knockout Kings 2000	EASports
100	Konami Rally	Konami
101	Missile Command	Hasbro
102	Mortal Kombat Special Forces	Midway
103	NBA Shootout 2000	989
104	NBA Showtime (NBA on NBC)	Midway
105	Q*Bert	Hasbro
106	Railroad Tycoon 2	Rockstar
107	Resident Evil 3: Nemesis	Capcom
108	Ready 2 Rumble Boxing	Midway
109	Road Rash Unchained	EA
110	Rugrats: Studio Tour	THQ
111	South Park Rally	Acclaim
112	Spec Ops	Rockstar
113	Spyro 2	Sony
114	Thrasher: Skate & Destroy	Rockstar
115	Tomb Raider: The Last Revelation	Eidos
116	Tom Clancy's Rainbow Six	Redstorm
117	Toy Story 2	Activision
118	Twisted Metal 4	989
119	Wild Wild West	Redstorm
120	Worms Armageddon	Hasbro
121	Wu Tang: Shaolin Style	Activision

DECEMBER

122	Mag3	Crave
123	March Madness 2000	EA Sports
124	NCAA Final Four 2000	989
125	Urban Chaos	Eidos
126	Wipeout 3	Psygnosis

1st QUARTER 2000

127	Ace Combat 3 •	Namco
128	Chocobo's Mysterious Dungeon 2 •	Square/EA
129	Colony Wars: Red Storm	Psygnosis
130	The Misadventures of Tron Bonne •	Capcom
131	Mega Man Legends 2	Capcom
132	Nightmare Creatures 2	Activision
133	Onimusha The Demon Warrior	Capcom
134	Racing Lagoon •	Square/EA
135	Rayman 2	Ubi Soft
136	Rollcage Extreme	Psygnosis
137	Saga Frontier 2 •	Square/EA
138	Team Buddies	Psygnosis
139	Test Drive Cycles	Infogrames
140	Test Drive Rally	Infogrames
141	Saga Frontier 2 •	Square
142	Spider-Man	Activision
143	Vandal Hearts II •	Konami
144	X-Men	Activision

POSSIBLE IN 2000

145	Armored Core: Master of Arena •	T.B.D.
146	Bust A Groove 2 •	T.B.D.
147	Dance! Dance! Dance! •	Konami
148	Dance Dance Revolution •	Konami
149	Dragon Quest VII •	Enix
150	Dragon Valor	Namco
151	I.Q. Final •	SCEA
152	Kiss: Psycho Circus	Rockstar
153	Macross Digital Mission VF-X2	Bandai
154	Snowboard Kids Plus •	Atlus
155	Zeus: Carnage Heart 2 •	ArtDink

DREAMCAST SEPTEMBER

1	Aero Wings	Crave
2	Air Force Delta •	Konami
3	Blue Stinger •	Activision
4	C.A.R.T. Racing •	Sega
5	Carrier •	Jaleco
6	Cool Boarders	Sega
7	The House of the Dead 2 •	Sega
8	Hydro Thunder	Midway
9	Monaco Grand Prix	Ubi Soft
10	Mortal Kombat Gold	Midway
11	NBA Showtime	Midway
12	NFL 2000	Sega
13	NFL Blitz 2000	Midway
14	NFL Quarterback Club 2000	Acclaim
15	Powerstone •	Capcom
16	Ready 2 Rumble Boxing	Midway
17	Sonic Adventure •	Sega
18	Soul Caliber •	Namco
19	TNN Motor Sport 2	ASC
20	Tom Clancy's Rainbow Six	Redstorm
21	Tokyo Xtreme Racer •	Crave
22	Trick Style	Acclaim
23	Virtua Fighter 3TB •	Sega

OCTOBER

24	Landers •	Sega
25	Marvel vs. Capcom •	Capcom
26	Metropolis	Sega
27	NBA 2000	Sega
28	Sega Bass Fishing •	Sega
29	*Slave Zero*	Accolade
30	Vigilante 8: Second Offense	Activision

NOVEMBER

31	Dynamite Deka 2 •	Sega
32	Street Fighter Alpha 3 •	Capcom

DECEMBER

33	Resident Evil: Code Veronica	Capcom
34	*Microsoft Combat Flight Sim*	Konami
35	Shenmue	Sega

1st QUARTER 2000

36	Castlevania Resurrection	Konami
37	NHL 2000	Sega
38	Space Invaders	Activision
39	Toy Story 2	Activision

GAME BOY SEPTEMBER

1	Beauty and the Beast	Nintendo
2	Bugs Bunny	Vatical
3	Cat Woman	Vatical
4	Earthworm Jim	Crave
5	FIFA 2000	THQ
6	Frisbee Golf	Vatical
7	Gex 3: Deep Cover Gecko	Crave
8	Jeff Gordon XS Racing	ASC
9	Madden 2000	THQ
10	Micro Machines 1 & 2	THQ
11	Motocross Maniacs 2	Konami
12	Ms. Pac-Man	Namco
13	NHL 2000	THQ
14	Resident Evil	Capcom
15	Shamus	Telegames
16	South Park	Acclaim
17	Spawn	Konami
18	Survival Kids •	Konami
19	Tiger Woods 2000	THQ
20	Top Gear Rally Pocket	Kemco
21	Toy Story 2	THQ
22	Turok: Rage Wars	Acclaim
23	Yoda Stories	THQ
24	Yars' Revenge	Telegames

OCTOBER

25	All Star Tennis 99	Ubi Soft
26	Antz	Infogrames
27	Azure Dreams	Konami
28	Babe	Crave
29	Brunswick Pool	Vatical
30	Carnivale	Vatical
31	Ghosts 'N Goblins	Capcom
32	Godzilla	Crave
33	Grand Theft Auto	Rockstar
34	Harvest Moon	Crave
35	Hello Kitty's Cube Frenzy	New Kid Co.
36	Kiss: Psycho Circus	Rockstar
37	Mario Golf •	Nintendo
38	Micro Machines V3	THQ
39	NBA Live 2000	THQ
40	NFL Blitz 2000	Midway
41	Pokemon Yellow •	Nintendo
42	Polaris Snowcross 2000	Vatical
43	Space Invaders	Activision
44	Star Wars Episode 1 Racer	Nintendo
45	Test Drive 6	Infogrames
46	Tom Clancy's Rainbow Six	Southpeak
47	Top Gear Rally	Vatical

NOVEMBER

48	Bassmasters 2000	THQ
49	Golf King	Crave
50	Grand Theft Auto	Rockstar
51	International Track & Field	Konami
52	Konami Rally	Konami
53	Marble Madness	Midway
54	Mickey Racing	Nintendo
55	Mission Impossible	Infogrames
56	NBA Courtside	Nintendo
57	NBA Showtime	Midway
58	NHL Blades of Steel 2000	Konami
59	Rampage Universal Tour	Midway
60	Ready 2 Rumble Boxing	Midway
61	Rugrats Time Machine	THQ
62	Space Invaders	Activision
63	Street Fighter Alpha	Capcom
64	Toy Story 2	Activision
65	Test Drive Offroad	Infogrames

DECEMBER

66	Game & Watch Gallery 3	Nintendo
67	Jack Nicklaus Golf	Vatical
68	Magical Tetris Challenge	Capcom

NEOGEO POCKET 3rd QUARTER '99

1	Biomotor Unitron •	SNK
2	Dive Alert Burn Version •	SNK
3	Dive Alert Rebecca Version •	SNK
4	Neo 21 Blackjack •	SNK
5	Neo Turf Master •	SNK
6	Neo Baccarat •	SNK
7	Pocket Fishing •	SNK
8	Puzzle Link •	SNK
9	Puyo-Pop •	Sega
10	The Last Blade •	SNK
11	World Heroes Pocket •	SNK

ARCADE 3rd QUARTER '99

1	Guitar Freaks •	Konami
2	Rush 2049	Atari

4th QUARTER '99

3	Drum Mania •	Konami
4	Spawn	Capcom
5	Airline Pilots	Sega

Select Games

Select Games

Select Games

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the R button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the C▼ button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the **A** and **B** buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the **A** button to accelerate, hold **Z** and point the joystick hard **Left** or **Right**, then release both buttons and quickly press **A** again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up**, C▼, **Left**, C▶, **Down**, C▲, **Right**, C◀, **L**, **R**, **Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C◀, C▼, C▶, C▲, C◀, C▶, C▼. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

ATEMYBUIK—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode

PRPPAPLYR—Players are paper-thin

GOTHELIUM—Players' heads, feet, hands and bats are big

ABBTNCSTLO—Some players are fat, others are thin

BBNSTRDS—Big baseball

GRTBLSFDST—Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

- Players are paper-thin—Pause the game, then hold **Z** and press C▲, C▶, **A**, C▶, **A**, C▼, C▼, C▲, C▲, C▼
- Players' heads, feet, hands and bats are big—Pause the game, then hold **Z** and press C▲, C▶, **A**, C◀, C◀, **B**, C▲, C◀, C◀
- Some players are fat, others are thin—Pause the game, then hold **Z** and press **A**, C◀, C◀, C▶, C▲, **B**, C▶
- Big baseball—Pause the game, then hold **Z** and press C◀, **A**, C▶, C▼, **B**, **A**, C◀, C◀
- Baseball leaves a smoking trail—Pause the game, then hold **Z** and press **B**, C◀, C▲, C▶, C▼, **B**, **A**, C◀, C◀

ALL-STAR BASEBALL 2000

Cheat Passwords

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.

BCHBLKTPTY—Big baseball

FLYAWAY—Players fly back into the dugout when they're out

MYEYES—Sherbet stadium

TOMTHUMB—Tiny players

WLDWLDWST—Baseball leaves a smoking trail

WTOTL—Dark stadium

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes to get different effects:

- Big baseball—At the pause menu, hold **Z** and press C◀, **A**, C▶, C▼, **B**, **A**, C◀, C◀
- Baseball leaves a smoking trail—At the pause menu, hold **Z** and press **B**, C◀, C▲, C▶, C▼, **B**, **A**, C◀, C◀

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives.
- Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.
- Enter "CHEATDONTBEADUMBOGOSEEMUMBO" to earn infinite Mumbo Tokens.
- Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers.
- Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers.
- Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater.
- Enter "CHEATBANJOBEGSFORPLENTYOFEGGS" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C▲ button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "BOTTLESBONUSONE" to give Banjo a big head.
- Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.
- Enter "BOTTLESBONUSTHREE" to make Kazooie big.
- Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.
- Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
- Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.
- Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.
- Enter "NOBONUS" to deactivate all active codes.

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

MSTSRVV—Invincibility

CRSTLCLR—Invisibility

LTSFBLLTS—Unlimited ammo

LVFRVR—Unlimited lives

PLVRZM—All weapons

FRGZ—Giant frogs roam the streets

TDZ—Queen Lords are replaced by toads

WMNRSMRTR—Unlock Storm Ravens gang

LTSLTSGNGS—Select any gang in Campaign mode

CDPLT—Run Story (allows you to view the entire story of the game)

CJSKPFLGMH—Level code (play on State Street in Chicago, IL)

CNCTHRTM—"Trippy mode"

HVRL—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A + B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BIO FREAKS

Secret Screen

Hold any **C** button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view. To change back to the normal view, hold the pad or stick **Down** and press **START** again.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—**A**, C▲, C▲, C▲, **Left**

Restore health—**Down**, **Up**, **Right**, **A**, **B**, **Left**, C▶

All artifacts—**Up**, C▼, C▶, **Z**, **Up**, **Left**

Dancing Adam—**Down**, **Up**, C▲, **Down**, C▶, C▶

Bad Adam—C◀, C▶, **A**, C▼, C▶, **Left**

Tall Adam—**B**, **A**, C▲, **A**, C▲, **A**

Short Adam—**Down**, C◀, **A**, **Right**, **Z**

Kill Adam—**B**, **Left**, C▶, C▶, **Down**

Blouse cheat—**Z**, C▶, C▶, **B**, **Left**, C▶

Access all weapons—**A**, **Right**, C▼, C▶, C▲, **A**, **Left**

More powerful weapons—C▼, C▲, **Up**, **Z**, **Z**, **Left**, C▶

Surreal Mode—C▼, **Up**, **Right**, **Right**, C▶, **A**, **Left**

Change Nearest Harvester into Mutant—C▼, **Up**, **Z**, **Z**, C▶, **Right**

Fat Legged Aliens—**Left**, **A**, **Right**, **Down**

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.



STREET FIGHTER III: 3RD STRIKE TOURNAMENT



Coinciding with the Midwest Regional *Street Fighter* Championships in Chicago, Southern Hills Golfland began its string of monthly summer tournaments on June 26 in Stanton, California with a *Street Fighter III: 3rd Strike* gathering! Competitors from all over the Southern California area came down to particpate in the first of the monthly summer tournaments. For the first time in over a year, Alex Valle, the number one *Street Fighter* player in the nation, was a no-show, and the tournament was up for grabs! We expected to see an army of Chun-Li players, but—surpris-

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press **L**, **Up**, **R**, **Down**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press **Left**, **Left**, **Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press **A** or **START** to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World

At the title screen—while the words "Press Start" are flashing—press **B**, **Left**, **Right**, **B**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63⅓

Secret Options

At the character-select screen, hold the **L** button and press C▲, C▶, C◀, C▼, **B**, **A**. If performed correctly, the screen should flash with a white light. Exit this screen by pressing **B**, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kiln—Hold the **L** button and press **B**, C◀, C▲, C▶, C▼, **A**
- Sumo Santa—Hold the **L** button and press **A**, C▼, C▶, C▲, C◀, **B**
- Boogerman—Hold **L** and press **Up**, **Right**, **Down**, **Left**, **Right**, **Left** on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press **R** to reveal the character you unlocked. With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters:

- Earthworm Jim—Hold the **L** button and press **B**, C◀, C▲, C▶, C▼, C▲
- Sumo Santa—Hold the **L** button and press **A**, C▶, **A**, C▶, C▼, C▲
- Boogerman—Hold the **L** button and press **B**, **B**, C▶, C▶, C◀, C▶
- High Five—Hold the **L** button and press C▲, C▼, C◀, C▶, **B**, **A**

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the **L** button and press **A**, **A**, **A**, **A**, **A**, C▲, C▼, C◀, C◀, **B**, **A**, C▶. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

At the character-select screen, hold the **L** button and press **A**, **B**, **A**, **B**, **A**, **B**, C◀, C▶, C▲, C▶, C◀, C▶. Now start the game; when the fighters appear, press **START** to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C▲ and C▼ buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold **L** + C◀ + C▼

San Francisco (lower-right corner)—Hold **L** + C▶ + C▼

Indiana (upper-right)—Hold **L** + C▲ + C▶

Secret Vehicles

At the "Choose Car" screen, press and hold the C▲, C◀ and C▼ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, **Z** or **START** to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press **Up**, C◀, **R**, **Right**, **Down**, **B**, **B**, **B**, C▲ to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—**L**, **R**, C▲, C▼, C◀, C▶

Demitron—**A**, **B**, **R**, **L**, C▼, C▲

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C◀

Demonica's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▲

Demitron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▼

Eve's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▶

Gore's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▼

Morphix's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, **B**

Niiki's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, **A**

Scarlet's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C◀

Sonork's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▲

Zenmuron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▶

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**

Reiji—**A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

?TJL BDFW BFGV JVVB

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left**, **Left**, **L**, **L**, **Right**, **Right**, **Left**, **Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the **R** button seven times, then press **Left**
- Monsters On/Off—Press **L**, C◀, **Left**, **R**, C▶, **Right**, **Left**, **Left**
- All Items On/Off—Press **R**, C▶, **Right**, **L**, C◀, **Left**, C▶, **Right**
- Level Select—Press **L**, **L**, **L**, C▶, **Right**, **Left**, **Left**, C◀

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

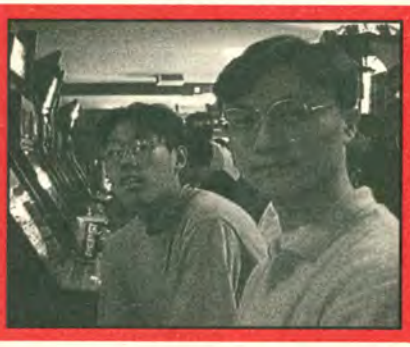
ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has the head of Fergus McGovern

ingly—it was Ken who ruled the day, as Ken players took three out of the top four positions in the final results! Tom Nonaka played a consistent Ken, effectively stifling his opponents' maneuvers with precise double digit combos to take first place! Tom has much experience in tournaments, placing in the top four spots consistently at the now defunct Hermosa Beach Street Fighter weekly tournaments. Quincy Yang took an annoying Elena to second place, relying on basic Roundhouse Kicks and well-timed throws. Jose Rodriguez, a relative unknown, took third with a simplistic Ken, while George Posadas, an Oro player, took fourth. Thanks to John Bailon at Southern Hills Golfland for the continued support! For more information on upcoming tournaments, please call Southern Hills Golfland at (714) 895-5613.





Nintendo 64 tips
Nintendo 64 tips

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video
GHOSTLY—Makes the course graphics semi-transparent
MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens
NITROID—Gives you an infinite supply of nitro speed bursts
RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
ROLLER—Changes all of the vehicles on the track into boulders
STEALTH—Makes all of the vehicles invisible
UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics
XTREME—Increases your vehicle's top speed
XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes
At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.
2064—Changes all vehicles into *WipeOut*-style planes
FLICK—Blurry graphics
LINEAR—Wireframe graphics mode
MISTAKE—Infinite special weapons
NOPANEL—Removes all timers, gauges and counters from the screen
NEUTRON—"*Tron*" mode (alternate track graphics)
NITROID—Infinite Nitro boosts
PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
SPIRAL—Makes the screen rotate continuously during a race
SPYEYE—Overhead camera angle
XCHARGE—Infinite weapon and shield energy
XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes
Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:
• Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
• Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
• Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
• Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code
At the "Select Mode" screen, press **L, Z, R, C▲, C▼, C◀, C▶, START**; you'll hear a signal to confirm. Now the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.
Shrink Vehicles
At the "Select Machine" screen, press **L + R + C◀ + C▼**; all available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats
To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:
• Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".
• Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".
• Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".
• Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.
• Invisible Stadium—Choose any team and change any player's name to "CATCH22".
• Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
• Black Line Mode—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".
• Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
• Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
• Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
• Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press **C◀ + C▶ + Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it.

FLYING DRAGON

Extra Difficulty Levels
At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes
Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:
• Turbo Crazy Mode—**B, B, R, Up, Left, Down, C▶, C◀**
• Psychidelic Mode—**A, R, Left, Right, Down, C▶, C◀, C▼**
• Wireframe Mode—**L, L, R, Z, Left, Right, C▲, C▶**
• Gore Mode—**Z, Down, C▲, C◀, C◀, C◀, C◀, C▼**
• Stealth Mode—**Up, Up, Up, Up, Right, Down, C◀, C◀**
• Infinite Primary Weapon—**A, R, Z, Right, C▲, C▶, C▼, C▼**
• Infinite Secondary Weapon—**B, B, Z, Left, Left, C▲, C◀, C▶**
• Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C▼, C▼**
• Infinite Titans—**A, B, L, Up, Up, C▲, C▲, C▶**
• Infinite Solaris—**B, L, L, Z, Up, Down, C▲, C▲**
• Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
• Freeze Enemies—**R, Z, Right, Right, C▲, C◀, C▶, C▼**

FOX SPORTS COLLEGE HOOPS '99

Secret Codes
Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:
N O G G I N—Big head mode
G H O S T—Ghost mode
Z – W O O D—Z-Axis basketball court
T E A M – Z—Z-Axis team
N O F A N S—Dark background, improved frame rate
T R A I L S—"Trippy" ball effect
B U Z Z Z—No shot clock
T H I R T Y—60-second game
H O M I E—Home team is favored
M O N K E Y—Alternate sound effects

GLOVER

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons:
Level select—C▲, C▲, C▲, C◀, C◀, C▶, C◀, C▶
Open portals—C▲, C▶, C▶, C▼, C◀, C▼, C▲, C▶
Open levels—C▼, C▼, C◀, C▲, C▲, C▲, C▶, C▼
Locate Garibs—C◀, C▲, C▶, C▼, C◀, C▲, C◀, C◀
Call ball—C▲, C◀, C◀, C▲, C▶, C◀, C▼, C▲
Checkpoints—C▼, C▼, C▶, C◀, C▲, C▲, C▼, C◀
Infinite lives—C▲, C▲, C▲, C▲, C▲, C▶, C▼, C▶
Powerball—C▲, C▼, C▲, C▼, C▲, C▼, C◀, C▲
Control ball—C◀, C▶, C◀, C▶, C▲, C▼, C▶, C▶
Infinite energy—C▶, C▶, C▼, C▶, C▶, C▶, C▲, C◀
Enemy ball—C◀, C▼, C▲, C▶, C◀, C◀, C▼, C▼
Low gravity—C◀, C◀, C▲, C◀, C▶, C▲, C▲, C▲
Big ball—C▼, C▼, C▲, C▼, C▼, C◀, C▶, C▼
Fisheye—C◀, C▶, C◀, C▶, C◀, C▶, C◀, C▶
Camera rotate R—C◀, C▶, C▲, C▲, C▼, C▶, C▼, C▶
Camera rotate L—C▶, C▼, C▶, C▼, C▲, C▲, C▶, C◀
Mad Garibs—C▼, C▶, C▼, C▲, C◀, C▼, C◀, C▲
Death spell—C▲, C◀, C◀, C◀, C◀, C▲, C▶, C▲
Frog spell—C▼, C◀, C▼, C▼, C◀, C▼, C▲, C◀
Hercules—C▼, C▼, C▼, C◀, C◀, C▼, C▶, C◀
Speed up—C◀, C◀, C▶, C▲, C▶, C◀, C▼, C▼
Boomerang ball—C▶, C▲, C▲, C▲, C▲, C◀, C◀, C▼
Vanish ball—C▼, C▼, C◀, C◀, C▲, C▲, C▼, C▲
Froggy—C▲, C▶, C▼, C▶, C▲, C◀, C◀, C▲
Secret cheat—C▼, C▲, C▶, C▶, C▼, C◀, C▶, C▶
All cheats off—C▼, C▼, C▼, C▼, C▼, C▼, C▼, C▼

GOLDENEYE 007

Extra Characters in Multiplayer Mode
Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:
1) Hold **L + R** and press **C◀**
2) Hold **L** and press **C▲**
3) Hold **L + R** and press **Left** on the D-pad
4) Hold **L** and press **Right** on the D-pad
5) Hold **R** and press **Down** on the D-pad
6) Hold **L + R** and press **C◀**
7) Hold **L** and press **C▲**
8) Hold **L + R** and press **Right** on the D-pad
9) Hold **L + R** and press **C▼**
10) Hold **L** and press **Down** on the D-pad
If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.
Cheat Options
Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:
• To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.
• To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
• To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
• To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.
• To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
• To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
• To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
• To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
• To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
• To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
• To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
• To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
• To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
• To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
• To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
• To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
• To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
• To earn the "All Guns" cheat, defeat the Egytian stage in 6:00 or less at the "00 Agent" difficulty setting.

HEXEN

Cheat Menu
During the game, press **START** to pause. When the "Paused" menu appears, quickly press **C▲, C▼, C◀, C▶**. A new option called "Cheat" will appear. Highlight this option and press **A** to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu:
God Mode (invincibility)—**C◀, C▶, C▼**

Clipping (walk through walls)—Press C▲ 20 times, then C▼
Visit (stage select)—C◀, C◀, C▶, C▶, C▼, C▲
Butcher (kill all enemies in the area)—C▼, C▲, C◀, C◀
Health (refill health)—C◀, C▲, C▼, C▼
Collect All Keys—C▼, C▲, C◀, C▶
Collect All Artifacts—C▲, C▶, C▼, C▲
Collect All Weapons—C▶, C▲, C▼, C▼
Collect Puzzle Items—C▲, C◀, C◀, C◀, C▶, C▼, C▼

IGGY'S RECKIN' BALLS

Secret Codes
At the title screen menu, press **R** + **Z** to access a cheat menu. Use the D-pad or joystick and the **A** button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.
THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Max turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode
Wait for the words "Press Start" to begin flashing on the title screen, then press C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.
Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up**, **L**, **Up**, **L**, **Down**, **L**, **Down**, **L**, **Left**, **R**, **Right**, **R**, **Left**, **R**, **Right**, **R**, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars".

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode
Wait for the words "Press Start" to begin flashing on the title screen, then press C▼, C▼, C▲, C▲, C▶, C◀, C▶, C◀, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.
Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up**, C▲, **Up**, C▲, **Down**, C▼, **Down**, C▼, **Left**, C◀, **Right**, C▶, **Left**, C◀, **Right**, C▶, **B**, **A**, then hold the **Z** button and press **START**; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars".

KEN GRIFFEY JR.'S SLUGFEST

Secret Codes
Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you enter the last name in each of the following examples:

- For thin players, enter the name "CODE TOOTHPICK".
- For flat, paper-thin players, enter the name "CODE STEAMROLLED".
- For thin players with huge arms and chests, enter the name "CODE THETICK".
- For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
- For tiny players, enter the name "CODE LIDDLELEAGUE".
- For invisible players, enter the name "CODE INVISIBLEMAN".
- For players with large bats, enter the name "CODE PHATTBATT".
- For players with big feet, enter the name "CODE BIGFOOT".
- For players with big heads, enter the name "CODE BIGGHEDZ".
- To have the computer control both teams, enter the name "CODE CPUVSCPU".

KILLER INSTINCT GOLD

Boss Code
When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press **Z**, **A**, **R**, **Z**, **A**, **B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".
Bonus Options + Special Colors
As above, wait for the demo to show one of the character biographies When this appears, press **Z**, **B**, **A**, **Z**, **A**, **L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.
More Bonus Options
As above, wait for the demo to show one of the character biographies When this appears, press **Z**, **B**, **A**, **L**, **A**, **Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.
See the Credits
As above, wait for the demo to show one of the character biographies When this appears, press **Z**, **L**, **A**, **Z**, **A**, **R**. You'll jump immediately to the game's ending credits sequence.
Stage Select/Music Select
When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows:
Castle Stage—Hold **Up** and press **B**
Jungle Stage—Hold **Up** and press C◀
Spaceship Stage—Hold **Up** and press C▲
Stonehenge Stage—Hold **Up** and press **A**
Museum Stage—Hold **Up** and press C▼
Helipad Stage—Hold **Up** and press C▶
Bridge Stage—Hold **Down** and press **B**
Dungeon Stage—Hold **Down** and press C◀
Street Stage—Hold **Down** and press C▲
Dojo Stage—Hold **Down** and press **A**
Spinal Ship Stage—Hold **Down** and press C▼
The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:
Sabrewulf Tune—Hold **Up** and press **B**
Maya Tune—Hold **Up** and press C◀
Glacius Tune—Hold **Up** and press C▲
Tusk Tune—Hold **Up** and press **A**
Fulgore Tune—Hold **Up** and press C▼
Orchid Tune—Hold **Up** and press C▶
Jago Tune—Hold **Down** and press **B**
Gargos Tune—Hold **Down** and press C◀
T.J. Combo Tune—Hold **Down** and press C▲
Kim Tune—Hold **Down** and press **A**
Spinal Tune—Hold **Down** and press C▼
Secret Stage
In two-player mode, have both players choose their fighters by holding **Down** and pressing C▼; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.
Big Head Mode
At any time during the game, press **Right**, **Right**, **Left**, **R**, **Z**, **START**, **A**, **START**, **A**, **START**, **Z** on Controller 1. To return the players' heads to normal, just enter the code again.
Disco Court
At any time during the game, press **A**, C▲, **Down**, **Up**, C▼, **R**, **R**, **B**, C▶, C▶, **Z** on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.
Secret Teams
Highlight "Pre-Season" at the main menu, hold the **L** button and press **START** or **A**. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.
Tiny Players
At the main menu, press C▶, C▶, **B**, **R**, **R**, C▼, **Up**, **Down**, C◀, **A**, **Z**. Now when you start a game, the players will be tiny.
Alien Team
At the main menu, press C▲, C▼, C◀, C▶, **START**, **START**, **A**, **B**, **A**, **R**, **Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LODE RUNNER 3-D

Unlock Worlds
While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R**, **B**, **A**, **B**, **A**, C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MACE: THE DARK AGE

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press **Down**, **Right**, **Up**, **Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.
Play as Ned the Janitor
Enter the following code at the character-select screen:
1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).
Bunny Slippers
Enter the following code at the character-select screen:
1) Highlight Ragnar and press **START**.
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**.
Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.
Switch Faces
Enter the following code at the character-select screen:
1) Highlight Al-Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namira and press **START**.
Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Teams
Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):
- Create a player named "AT MADDEN" to access the All-Time Madden team.
- Create a player named "SIXTIES" to access the '60s Conference B team.
- Create a player named "SEVENTIES" to access the All '70s team.
- Create a player named "EIGHTIES" to access the All '80s team.
- Create a player named "HOWLIE" to access the '97 Conference A team.
- Create a player named "LEI" to access the '97 Conference B team.
- Create a player named "STATS MEN" to access the All-Time Stats Leaders team.
- Create a player named "ELEC ARTS" to access the EA Sports team.
- Create a player named "TIBURON" to access the Tiburon team.

Secret Stadiums
Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:
- Create a player named "SAN MATEO" to access the EA Sports stadium.
- Create a player named "MAITLAND" to access the Tiburon Sports Complex.

See the Ending
When the EA Sports logo appears, hold **L** + **R** + **Z**; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 99

Secret Codes
Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:
BESTNFC—Unlock NFC Pro Bowl team
AFCBEST—Unlock AFC Pro Bowl team
BOOM—Unlock All-Madden team
IMTHEMAN—Unlock All-Time Stat Leaders team
PEACELOVE—Unlock All '60s team
BELLBOTTOMS—Unlock All '70s team
SPRBWLSHUFL—Unlock All '80s team
HEREANDNOW—Unlock All '90s team
TURKEYLEG—Unlock All-Time Greats team
THROWBACK—Unlock NFL 75th Anniversary team
GEARGUYS—Unlock NFL Equipment Managers team
WELCOMEBACK—Unlock 1999 Cleveland Browns
INTHEGAME—Unlock EA Sports team
HAMMERHEAD—Unlock Tiburon team
EASTADIUM—Unlock EA Sports Stadium
OURHOUSE—Unlock Tiburon Stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats
During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams
At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.
See the Ending
At the stadium-select screen, tap all four **C** buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the **Z** button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.
Fireworks
At the stadium select screen, press **Z** to enter "View Stadium" mode. While viewing the stadium, hold **R** + **Z** to see a small fireworks display at home plate.

MARIO KART 64

Reverse Tracks
If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.
Course Ghosts
- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course.

Nintendo 64 tips

• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer
When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.
Earn Extra Stars + Coins
You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MICRO MACHINES 64 TURBO

Cheat Codes
Each of the following cheats can be entered *while* the game is paused. To deactivate a cheat, just enter that same code again:
Slow down computer cars—C▷, C◁, C◁, C▽, C▷, C◁, C◁, C▽
Super speed—C▽, C▷, C◁, C◁, C▽, C▽, C▽, C▽
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up, Down, Down,** C◁, C▷, C▷, C◁, C▽. With the Debug code in place, the following options become available:
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold **Z** and move the D-pad to tilt or rotate the camera angle
• Hold **Z** and press **L** or **R** to zoom in or out
• Hold **Z** and press C◁ to have the computer control your car
• Hold **Z** and press C▽ to end the race with you in first place!
"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MIKE PIAZZA'S STRIKE ZONE

Secret Codes
During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen:
• Aluminum bats—**L, R, L, R, B, L, B, A, Right**
• Red bats—**L, R, L, R, R, Down, B, A, Right**
• Rainbow bats—**L, R, L, R, Z, B, R, A**
• Devil's Thumb stadium—**L, R, L, R, Right, A,** C◁, **L, A**
• Activate all options on the Pitch menu—**L, R, L, R,** C▷, **A, Z,** C◁, **R, L**
See the Credits
When the Major League Baseball logo appears right after you turn the game on, quickly press **R, A, Z, R,** C▷, **A, B**; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.
Secret Dedication
When the Major League Baseball logo appears right after you turn the game on, quickly press C◁, **R, B, B**; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

MISCHIEF MAKERS

Sound Test
At the title screen—when the words "Press Start" are flashing—hold **L** + **A** + C◁ + C▷ and press **START** to access a secret sound test menu.

MISSION: IMPOSSIBLE

Secret Codes
Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:
• Turbo Mode—C◁, **Z,** C◁, **Z,** C◁
• Big Feet Mode—C▽, **R, Z,** C▷, C◁
• Kids Mode—C▽, C◁, **R, L, Z**
• Start with Uzi Sub Machine Gun—C▷, C◁, C▷, C▽, **R**
• Start with Mini Rocket Launcher—**R, L,** C◁, C▷, C▽
• Start with 9mm High Power Gun—**R, L,** C▽, C◁, C◁
• Start with 7.65 Silenced Pistol—C◁, **L,** C▷, C◁, C◁

MORTAL KOMBAT 4

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C◁ + C▽ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.
Secret Characters
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:
• Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game
Fatality
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.
Combos
3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick
Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z V R K D M
Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N
Qhan Chi's Fortress—Z C H R R Y
Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold **A** to warp to the battle with Quan Chi or **B** to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press C▷, C◁, **A, B,** C▽, C◁, C▷. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.
Play as Motaro
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.
Play as Shao Kahn
Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.
Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.
Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.
Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.
Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.
Super Hard Mode
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.
Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down, Down, Up, Up, Right, Right, Left, Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.
Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C▽, **B, A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.
Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C◁, C▷, C▽, **A, B, B, B, A, A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars
To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the



GAME HITS GAME STORE

East Lansing, Michigan, is home to an import and used game shop frequented by *Tips & Tricks* contributor Pat Reynolds. Game Hits Game Store stocks up-to-date Japanese PlayStation and Dreamcast titles—even a handful of Saturn titles—as well as hundreds of low-priced used games for all systems. Game Hits is the only place Pat has found in the Lansing area that carries dozens of used titles for TurboGrafx-16, Jaguar and even some import Sega CD stuff! He recently saw a Neo•Geo system with several games being sold as a package, which goes to show that you never know what you'll find from week to week in



time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C▲, C◀, C▼, C▶, L, R, L, R, Z, Z
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C▲, C◀, C▼, C▶, L, R, L, R, L, R
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C▲, C▶, C▼, C◀, Z, Z, Z, L, Z, Z
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶, L, R

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold **Right**, press Pass, Pass
Big Head—Hold **Up**, press Turbo + Pass simultaneously
Rooftop Court—Hold **Left**, press Turbo, Turbo
ABA Ball—Hold **Right**, press Shoot, Turbo, Pass
Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Sized Players—025
No Music—048
Tournament Mode—111
Fast Passing—120
Stealth Turbo—273
Max. Speed—284
No Pushing—390
Unlimited Turbo—461
Hyper Speed—552
Max. Blocking—616
Quick Hands—709
Max. Power—802
Goaltending Allowed—937

Secret Characters

To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:

Hardaway—AHRDWY 0000
Amrich—AMRICH 2020
Bardo—BARDO 6000
Pesina—CARLOS 1010
C. Robinson—CLIFFR 0000
Thompson—DANIEL 0604
Roan—DANR 0000
D. Robinson—DAVIDR 0000
DiVita—DIVITA 0201
Olajuwon—DREAM 0000
Ferrier—EDDIE 6213
Elliot—ELLIOT 0000
Geer—EUGENE 6767
Ewing—EWING 0000
Hill—GHILL 0000
G. Robinson—GLENNR 0000
Grant—HGRANT 0000
Rivett—JAMIE 1000 or MUNDAY 5432
Japple—JAPPLE 6660
Skiles—JASON 0729
Carlton—JC 0000
Hedrick—JFER 0503
Hey—JONHEY 6000
Johnson—JOHNSN 0000
Kemp—KEMP 0000
Kidd—KIDD 0000
Boon—KOMBAT 0004
Malone—MALONE 0000
Martinez—MARTY 1010
Mednick—MEDNIK 6000
Miller—MILLER 0000
Minifee—MINIFE 6000
Morris—MORRIS 6000
Tobias—MORTAL 0004
Mutombo—MOTUMB 0000
Muresan—MURSAN 0000
Vinikour—MXV 1014
Ehrlich—NICK 7000
Fitzgerald—PATF 2000
Perry—PERRY 3500
Pippen—PIPPEN 0000
Quinn—QUIN 0330
Rice—RICE 0000
Rodman—RODMAN 0000
Root—ROOT 6000
Liptak—SHAWN 0123
Smits—SMITS 0000
Oursler—SNO 0103
Stackhouse—STACKH 0000
Starks—STARKS 0000
Turmell—TURMEL 0322
Webb—WEBB 0000
Webber—WEBBER 0000
Funk—NFUNK 0101
Mourning—MOURNG 0000

NBA JAM 99

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):

Large players—L, L, C▶, L, L, C▶, L, L, C▶, Z
Tiny players—L, L, C◀, L, L, C◀, L, L, C◀, Z
Enable full-court dunks—L, L, C▼, L, L, C▼, L, L, C▼, Z
Guarantee next shot—L, L, C▲, L, L, C▲, L, L, C▲, Z
Super push—L, L, Up, L, L, Up, L, L, Up, Z
Tie scores—L, L, Down, L, L, Down, L, L, Down, Z
Team on fire—L, L, Right, L, L, Right, L, L, Right, Z
Cancel all cheats—L, L, Left, L, L, Left, L, L, Left, Z

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN nimbers to play as a secret character:

TURMEL—0322
SAL—0201
JAPPLE—6660
JENIFR—3333
LUIS—3333
DANIEL—0604
JASON—3141
ROOT—6000
BRAIN—1111
GENTIL—1111
RAIDEN—3691
ROOT—6000
SHINOK—8337
SKULL—1111
THUG—1111
FORDEN—1111
CARLTN—1111
VAN—1234
BILLZ—0526
ZZ—1221
JIMK—5651
MARKA—1112
ED—3246
TODD—1122
MITCH—4393
JOHN—5158
JOSH—4288
RYAN—1029
BETH—7761
BRIAN—0818
GRINCH—2220
PAULO—0517
LT—7777
NICO—4440
GATSON—1111
ROG—8148
MONTY—1836
SHUN—0530
GENE—0310
PAULA—0425
DBN—6969

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Turn Off Stadium—5-0-0-Left
Tournament Mode—1-1-1-Down
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Night Game—2-2-2-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left
Fog On—0-3-0-Down
Thick Fog—0-4-1-Down
Lights Out—5-3-4-Down

NFL QUARTERBACK CLUB 98

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

G L Y T H M D—Giant players
S M L M D G T—Tiny players
B B M N T B L—Players are tall and thin
J P N S M W R—Players are short and fat
T R N T D L F R—Passing accuracy is at zero for all quarterbacks
B R D W Y N M T H—Passing accuracy is at maximum for all quarterbacks
C R L L W Y S—Acceleration attribute is at maximum for all players
W L T R P Y T N—Agility attribute is at maximum for all players
S T Y C K Y H N D S—Hands attribute is at maximum for all players
M C H L J N S N—Speed attribute is at maximum for all players
R N L D S W Z N G R—Strength attribute is at maximum for all players
Y N S T Y N S—Discipline and Awareness attributes are at maximum for all players
B G B F Y D F—All attributes are at maximum for all defensive players
B G B F Y F F—All attributes are at maximum for all offensive players
L L D F S C K—All attributes are at zero for all defensive players
L L F F S C K—All attributes are at zero for all offensive players
S P R T M M D—All players' attributes are at maximum
P W H Y R M N—All players' attributes are at zero
S P R B G R M S—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards
S P R T R B M D—Super turbo mode
F R M B Y F R M—Slow motion mode
D W N D R V—Eight downs instead of four
N B C T C K L S—Computer-controlled players don't try to tackle
S P R D P R T C K L—Super-duper tackles
T G H T G R P—No turnovers
G T N H N D S—Nearly every hit causes a fumble
S P R S L Y D—Slippery field
B G S P R D V—Dive distance is greater
L D S T R T R K—Passes appear instantly in receivers' hands
L W Y S T P S S—Passes are always tipped
B G T W S T R S—Ball carrier spins and spins until he's tackled
M N F L D M D—All players do the "up and over" dive every few seconds during gameplay
P B Y B Y M D—All players crawl like babies
Y L C T R C F B—Players move around like the old "electric football" games
S N W S L D S—Players slide around on their butts



Game Hits. The store also stocks import game soundtracks, anime and some game-related toys and knick-knacks. The folks at Game Hits are happy to do whatever they can to order a title for you if possible, and they are always knowledgeable and accommodating. If you're in the neighborhood—and you haven't already done so—check out Game Hits...and tell them you read about them in *Tips & Tricks*!



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Lansing, MI 48917

(517) 323-0797
e-mail: gamehits@msn.com
http://www.ghgs.com



S T N T X T M—Access Acclaim, Iguana, NFC and AFC teams

NFL QUARTERBACK CLUB 99

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

S C L L Y M L D R—Alien stadium
P W R P Y L N S—Giant end-zone pylons
B G M N Y—Huge coin in the coin toss
M R S H M L L W—Big players
B C H B L L—Giant football
T R B M N—Unlimited turbo
S T C K Y B L L—No fumbles
F R R S T G M P—Slow-motion
D B L D W N S—Eight downs instead of four
X T R T M S—Unlock secret teams
X T R V L T G—Electric football mode
B T T R F N G R S—Always fumble
H S N F R—He's on fire!
P N B L L—Players bounce off each other
F L B B R—Flubber ball
P P C R N R T R N S—Land mine mode
P W R K C K R—Powerful kickers
R G B Y—Rugby mode
H S P T L—Lots of injuries
T T H P C K—Toothpick players
R C Q T B L L—Racquetball mode
S L P N S L D—Slippery mode

NHL 99

Secret Codes

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay:

F A S T—Faster gameplay
B R A I N Y—Big head mode
B I G B I G—Giant players

NHL BREAKAWAY 98

Cheat Menu

At the main menu, quickly press C▶, C▶, C◀, C▶, R, R; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.

Secret Teams

At the Team Select screen in Exhibition mode, quickly press C▲, L, C◀; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown.

Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press C◀, C◀, C▶, C▶, C◀, C◀, C▶, C▶, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need.

See Injured Players for All Teams (Season Mode)

At the Season Menu, press L to call up the Season Menu. If the Trainers Room option is not available, press C◀, C◀, C▶, C▶, C◀, C◀, C◀, C▶, R to unlock it. Now enter the Trainers Room and press C◀, C◀, C▶, C▶; you'll hear a signal to confirm. Now you can view any team's injured players; just press **Left** or **Right** to switch teams.

NHL BREAKAWAY 99

Secret Codes

Note: All of the codes listed above under *NHL Breakaway 98* will work with *NHL Breakaway 99* except for the "Secret Teams" code.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code **Left, Up,** C▼, C◀, C▶, C▲, C◀, **Down.** A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

• Flagstaff—Hold the L button and press **Left** on the D-pad, then highlight "Mojave," hold the Z button and press A.
• El Cajon—Hold the L and R buttons and press **Up** on the D-pad, then highlight "El Paso," hold the Z button and press A.
• Guadalupe—Hold the R button and press **Down** on the D-pad, then highlight "Vegas," hold the Z button and press A.

OLYMPIC HOCKEY NAGANO 98

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C▶ button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.

Player Size Tricks

At the Options menu, hold the C▲, C◀ or C▼ button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C▼ button and press R until the first two digits of the "Specials" option are "10".
Huge Heads—Hold the C▼ button and press R until the first two digits of the "Specials" option are "01".
Tiny Heads—Hold the C▼ button and press R until the first two digits of the "Specials" option are "11".
Tiny Players—Hold the C◀ button and press R until the third digit of the "Specials" option is "1".
Giant Players—Hold the C◀ button and press R until the fourth digit of the "Specials" option is "1".
Short, Fat Players—Hold the C▲ button and press R until the fifth digit of the "Specials" option is "1".
Tall, Thin Players—Hold the C▲ button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the L button and press C◀ nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work.

Frequent Fight Mode

At the Options screen, hold the L button and press C▲, C▲, C▼, C◀, C▶, C▶, C◀, C▶, C◀. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press B to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press B to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of these codes at the Setup menu:

• 50 Lives—Press **Up, Up, Down, Down, Left, Right, Left, Right,** C◀, C▶, C◀, C▶.
• Level Select—Press **Down, Up,** C◀, **Down,** C◀, C▶, **Down,** C▶; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
• "Game Boy Mode"—Press **Up, Down, Right,** C◀, **Down, Up, Left,** C▶, **Up, Down**
• Demo Mode—Press **Left, Right, Up, Down,** C◀, C▶, C◀, C▶, **Left, Right, Up, Down,** C◀, C▶, C◀, C▶, **Left, Right, Up, Down,** C◀, C▶, C◀, C▶.

Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—**Down, Left,** C◀, C▶
Two-Way Weapon—**Up,** C▲, **Up,** C▲
Three-Way Weapon—**Right, Right,** C◀, C▼
Four-Way Weapon—**Down, Down, Up,** C▶
Radiation Spray—**Up, Down,** C▶, C◀
Speed Up—**Left, Left, Right, Right,** C▲
Flamethrower Weapon—**Down, Right, Down, Right,** C▶

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 9 P
G 9 2 W V C Q Y 0 D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team *Rush*" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold C◀, press Z, release both, tap **Left** on the D-pad, then press B three times to return to the main menu.
2) Choose "Setup;" at the setup screen, hold C▲, press Z, release both, tap **Up** on the D-pad, then press B to return to the main menu.
3) Choose "One Race" again; at the Select Track screen, hold C▶, press Z, release both, tap **Right** on the D-pad, then press A to advance to the Select Car screen.
4) At the Select Car screen, hold C▼, press Z, release both, tap **Down** on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, where you'll find that Track 7 is now available.

"Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

• To disable the in-game timer, hold Z and enter the following code: Hold C▼, press C▲, release both, hold C▲, press C▼.
• To disable the automatic abort feature, press the C▲ button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
• To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press C▶, then release both and press C▲, C◀, C▼, Z.
• To change the game's detailed polygon textures into flat shades of color, hold C▶, press L, release both, press Z, hold C▶, press L, release both, press Z.
• When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C◀, press C▶, release both, hold C▶, press C◀.
• To turn all of the traffic cones in the game into mines, press L, R, L, R, L, R.
• To turn the courses upside-down, press **Up, Right, Down, Left, Down, Right, Up, Left.**
• To change the game's gravity, hold Z, press **Up, Down,** then release Z and press **Up, Down, Up, Down.** Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

• To change the height of your car, hold C▼, press C▲, release both, hold C▲, press C▼. Repeat up to four times for different heights.
• To change the size of your vehicle's front tires, hold C◀, press C▶, release both, hold C▶, press C◀. Repeat the code for different tire sizes.
• To change the size of your vehicle's rear tires, hold C▶, press C◀, release both, hold C◀, press C▶. Repeat the code for different tire sizes.
• To start your vehicle on fire, hold C▲ and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
• To change your car into a mine, press C▶, C▶, Z, C▼, C▲, Z, C◀, C◀.
• To change the color of the fog in the game, hold Z and press C▼ three times; repeat the code to get different colors.

Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press **Up** or **Down** on the D-pad to change the distance between the camera and your vehicle.

Drive at Night

During the game, press **START** to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing **Left** or **Right**. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then C▼, C▲, L, R, Z, then **Left** on the D-pad, C▶, **Up** on the analog joystick, B, **Right** on the D-pad, C◀, **START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press Z, B, C◀, **Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, R, Z, A. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible,

skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions

When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.

Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**

Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C▶, Z, Down**

Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C◀, Z, Down**

Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**

Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**

Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invisible
- Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme

Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the **Z** and **L** buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:

Player 1, left pod: Controller 1
Player 1, right pod: Controller 3
Player 2, left pod: Controller 2
Player 2, right pod: Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E—Higher difficulty
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
H A R D R O C K—Alternate title screen (start a game and quit to see it)
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "! Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "_Wampa_ _Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press **START** to pause; when the pause menu appears, hold **L + R + Z + C◀ + C▲ + C▶ + C▼ + Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A**, **B** or **START** to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press **Down** to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press **Up** on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left + L + R + Z + C◀ + C▶ + C▼**; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "_Wampa_ _Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press **START** to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold **C▶** and press **Up**, then press **C▶** repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press **C▶** to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold **C▶** and press **Left** on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold **Down** to attack. Once the code is in place, press **C▶** to switch between Dash and the Wampa.
- Also in the "Escape from Echo Base" stage, hold **C▶** and press **Right** on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press **C▶** to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold **C▶** and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.
- In the "Imperial Freighter Suprosa" stage, hold **C▶** and press **Right** on the D-pad to control a Stormtrooper as described above.
- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold **C▶** and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as "_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the **Up/Right** position to see a photo of the game's creators.

Wampa Noises

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press **C◀, C▼, C◀, C▶**; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press **START** to pause the game, then press **C◀, C▼**
- To refill your energy meter, press **START** to pause the game, then press **Z, R**
- To refill your super-speed ability, press **START** to pause the game, then press **R, Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
- To refill your heat vision ability, press **START** to pause the game, then press **R, L**
- For super punching ability, press **START** to pause the game, then press **L, Z**

TETRISPHERE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▶ + C▼** and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; now you can choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▶ + C▼** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TOP GEAR OVERDRIVE

Cheat Codes

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.

- Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again, pressing the **Z** button at each stop.
- Unlock second bonus car—"Championship," "Credits," "Versus," "Setup," "Versus," "Championship," "Setup," then "Credits"
- Unlock third bonus car—"Versus," "Versus," "Championship," "Credits," "Championship," "Versus," "Championship," "Credits," "Setup," "Versus," then "Setup"
- Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Championship," "Versus"
- Skip to Season 4—"Versus," "Championship," "Championship," "Credits," "Setup," "Setup," "Championship"
- Skip to Season 5—"Setup," "Championship," "Credits," "Versus," "Versus," "Setup," "Championship," "Versus," "Credits," "Championship"
- Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Championship," "Versus," "Setup," "Championship," "Credits," "Setup," "Setup"
- Alternate credits—"Setup," "Setup," "Championship," "Versus"

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—**A, Left, Left, C▼, A, Right, Z**
- Access All Tracks (except Mirror Tracks)—**A, Left, Left, Right, Down, Z**
- Access Mirror Tracks—**Right, Up, Left, C▼, Right, Down, Z**
- Access Milk Truck—**Down, A, Right, Z, Right, Up, C▼**
- Access Helmet Car—**Up, Up, Z, B, A, Left, Left**
- Access Ice Cube Car—**C▼, Up, B, Right, A, C▼, A, Right**
- Access Beach Ball Car—**B, B, A, Left, Left, C▼, A, Right**
- Access Mirror Cars—**Right, Up, Left, C▼, C▼, A, Right, Z**. With this code in place, press **C▼** at the Car Select screen to change any car into a mirror-textured vehicle.
- Non-Blur Mode—**B, Left, Right, Up, Left, Z,**

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Right.
• ZBuffer Mode—C▼, Z, B, Up, Up, Right.
See the Credits
Choose "Options" from the main menu, then highlight "the Load Configuration" option and press C▼, **Right**, **Down**, **Z**. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TRIPLE PLAY 2000

Cheat Codes
At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:
• Three ball count—Hold **L** + **R** + **Z** and press **Up**, **Down** during the game
• Three outs—Hold **L** + **R** + **Z** and press **Down**, **Up** during the game
• Add one run to home team's score—Hold **L** + **R** + **Z** and press C◀, C◀
• Add one run to the visiting team's score—Hold **L** + **R** + **Z** and press C▶, C▶
Special Sounds
After hitting a home run during a game, press C▲, C▶ or C▼ to hear the fans salute you with horns and whistles as you round the bases.

TUROK: DINOSAUR HUNTER

Cheat Codes
Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)
R B N S M T H—Invincibility
L K M B R D—Fly mode (use **L** and **R** to fly through the air; you can also walk through walls)
T H S S L K S C L—Spirit Mode
C M G T S M M G G T S—All Weapons *
B L L T S R R F R N D—Unlimited Ammo *
F R T H S T H T T R L S C K—Infinite Lives
G R G C H N—Big Head Mode **
D N C H N—Tiny Enemy Mode
D L K T D R—Pen and Ink Mode
L L T H C L R S F T H R N B—Purdy Colors
S N F F R R—Disco Mode (enemies don't attack)
C L L T H T N M T N—Quack Mode
T H B S T—Gallery (view the characters)
F D T H M G S—Show Credits ***
N S T H M N D N T—Show Enemies (on the map)
(* This cheat is also activated by the "RBNSMTH" and "GRGCHN" codes.)
(** This cheat is also activated by the "RBNSMTH" code.)
(*** This cheat is also activated by the "RBNSMTH", "GRGCHN" and "DNCHN" codes.)
"The Big Cheat"
At the "Enter Cheat" menu, input the code "N T H G T H D G D C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVIL

Cheat Codes
Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.
U B E R N O O D L E—Big Head mode
H O L A S T I C K B O Y—Stick mode
S T O M P E M—Big Hands and Feet mode
P I P S Q U E A K—Tiny mode
I G O T A B F A—Pen and Ink mode
L I G H T S O U T—Blackout mode
F R O O T S T R I P E—Fruity Stripe mode
W H A T S A T E X T U R E M A P—No textures
H E E E R E S J U A N—"Juan's Cheat"
A A H G O O—"Zach Attack Cheat"
O N L Y T H E B E S T—Warp to credits
B E W A R E O B L I V I O N I S A T H A N D—Unlocks all cheats

VIGILANTE 8

Cheat Codes
Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:
A _ M O O N _ G E T A W A Y—Reduce gravity
L I V I N G _ F O R E V E R—Invincibility
M I X _ M A T C H _ C A R S—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode
M I S S I L E _ A T T A C K—Enhanced missile
I _ A M _ T O U G H _ G U Y—Hardest difficulty level
G O _ R E A L L Y _ S L O W—Slow motion mode
M A X _ R E S O L U T I O N—Ultra high-res display mode
F I R E _ N O _ L I M I T S—No weapon delay when firing
L E V E L _ S H O R T C U T—Unlocks Sand Factory and Secret Base levels
G A N G S _ U N L O C K E D—Unlocks all vehicles except flying saucer
G I M M E _ D A _ A L I E N—Unlocks flying saucer
J T B T 7 C F D 1 L R M G W—Unlocks everything
P O P U L A T I O N _ O U T—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press **A** to accept and start the game.
L O N G _ S L I D E S H O W—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press **A** to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

VIRTUAL CHESS 64

Debug Mode
At any time during the game, press C▲, C▼, C◀, C▶, then **Up**, **Down**, **Left** and **Right** on the D-pad. With this code in place, symbols will appear on the screen whenever the computer is "thinking" about its next move. Unfortunately, these symbols won't mean anything to you unless you're the guy who programmed the game.

VIRTUAL POOL 64

Second Chance Shot
To re-take your last shot, press **Left** on the D-pad to bring up the instant replay, then hold the **A** button for a second chance at the shot. (You can't re-aim, but you can change the shot strength.)

WAR GODS

Fatalities
Ahua Kin—In close, 3-D, ↑ ↓ ↑ + High Kick
Anubis—3-D, → ↘ ↓ ↙ ← + High Punch + Low Kick
Pagan—From 1/2 screen distance, ← → + Low Punch
Tak—← ↙ ↓ ↘ → + Low Punch + High Kick
Maximus—Hold 3-D, press → → + High Punch + Low Punch
CY-5—From 1/2 screen away, ← ← + High Punch
Warhead—Far away, 3-D, → ↘ ↓ ↙ ← + High Kick
Voodoo—From 1/2 screen away, ← → + Low Punch
Vallah—In close, → → + Low Kick
Kabuki Jo—At sweep distance, ← ↙ ↓ ↘ → + Low Kick + High Kick
Play as Grox
At the character-select screen, quickly press **Down**, **Right**, **Left**, **Left**, **Up**, **Down**, **Right**, **Up**, **Left**, **Left**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.
Play as Exor
At the character-select screen, quickly press **Left**, **Down**, **Down**, **Right**, **Left**, **Up**, **Left**, **Up**, **Right**, **Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.
Infinite Continues
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press C◀, C◀, **Right**, **A**, **B**, C▲, C▶. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."
Cheat Menu
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right**, **Right**, **Right**, **B**, **B**, **A**, **A**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

Ride the Dolphin
Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Player Size Tricks
At the Options menu, hold the C▲, C◀ or C▼ button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:
Big Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "10".
Huge Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "01".
Tiny Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "11".
Tiny Players—Hold C◀ and press **R** until the third digit of the "Specials" option is "1".
Giant Players—Hold the C◀ button and press **R** until the fourth digit of the "Specials" option is "1".
Short, Fat Players—Hold the C▲ button and press **R** until the fifth digit of the "Specials" option is "1".
Tall, Thin Players—Hold the C▲ button and press **R** until the sixth digit of the "Specials" option is "1".
Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.
Forfeit Game
During a game, press **START** to pause, then access the Options screen. Hold **L** and press C◀ nine times; the seventh digit of the "Specials" option will change to "1". When you return to the game, you'll find the game clock at 0:00 and the score 1-0 against you.
Trade Players
At the Options screen, hold the **L** button and press C▼, C▼, C▲, C▲, C▼, C▼, C▶, C▶, C▼; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C▲ button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.
Frequent Fight Mode
At the Options screen, hold the **L** button and press C▲, C▲, C▼, C◀, C▶, C▶, C◀, C▶, C◀. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.
Access Super Teams
At the Options screen, hold the **L** button and press C▶, C◀, C◀, C▶, C◀, C◀, C▶, C◀, C◀. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes
All of the codes listed above for the original *Wayne Gretzky's 3D Hockey* will work in *Wayne Gretzky's 3D Hockey '98* except for the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

WETRIX

Change Floor Graphics
Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press **A** repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.
New Puzzle Pieces
After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press **A** to change the bubble into a rubber duckie; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.
Make Waves
Once you have earned the green background as described above, hold C▲ at the main menu to create a waterspout—or C▼ to create a vortex—which you can move around the screen with the analog stick.

WIPEOUT 64

Main Menu Codes
Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:
Unlock Piranha II team—Hold **L** + **R** + **Z** and press C▼, C▼, C▼, C▼, C▶, C▲, C◀
Unlock Velocitar track—Hold **L** + **R** + **Z** and press C◀, C▶, C▲, C▶, C◀
Power-up weapons—Hold **L** + **R** + **Z** and press C◀, C▶, C▼, C◀, C▶, C▼, C▲
In-Game Codes
Each of these codes can be entered during a race; the screen will flash green to confirm them. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again:
Race doesn't end when timer expires—Hold **L** + **R** + **Z** and press C▲, C▶, C◀, C▼, C▲, C▶, C◀, C▼
Infinite shield energy—Hold **L** + **R** + **Z** and press C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶
Unlimited weapons—Hold **L** + **R** + **Z** and press C▼, C▼, C◀, C◀, C▶, C▶, C▲

WORLD DRIVER CHAMPIONSHIP

Unlock All Cars
At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z**, **Right**, **Z**, **Z**, **Z**, **B**, C▼, **A**, **Right**, **START**. Now all of the teams and their cars will be available.

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:

t r i x x y—Unlock all courses in Freestyle mode
v o u y e u r—Unlock all courses in Exhibition mode
a s t r o m e n—Unlock three alien characters
w h i t e l i n e—Unlock white car
r e d l i n e—Unlock red car
b l u e l i n e—Unlock blue car
l u g n u t—Unlock Lug Nut (like Frankenstein)
d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)
t p—Unlock TP (mummy)

ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2 + R2** + □ + × simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team.

ADIDAS POWER SOCCER 98

Cheat Screen

At the title screen—the one that says "Press Start button to Quick Start a match," etc., press **L1 + L2 + R1 + R2**. The "Cheat Screen" will appear. Now you can enter any of the following codes for different effects:

- Unlock hidden teams—×, △, ×, □, ○, □, ×, △
- Unlock "The Difference" stadium—□, ○, □, △, △, ○, ×, ×
- Big heads—□, ○, ○, ×, △, ×, □, ○
- See the credits—○, □, △, ○, ×, △, △, □
- Always win—×, △, △, ○, ×, □, ○, △ (with this code in place, press **START** during a match to pause; you'll find a new option called "Win Match" at the pause menu)

AGILE WARRIOR F-111X

Invincibility

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, □.

Maximum Fuel and Armor

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ○.

All Weapons=999

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**.

Toggle Minimum Speed

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×. Now your minimum speed is zero; hold **L1** to hover.

Hidden Camera Angles

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Up**, **Down**, **Left**, **Right**. Enter repeatedly for new views.

Mission Complete

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, **Down**, **Down**, **Down**.

"Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the **OPEN** button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the **L** and **R** buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold **L2** or **R2** and press **Left**, **Up**, **Up**, △, **Right**, □, **Left**, △, **Up**, **Down**, **Right**, **Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right**, **Right**, **Left**, △, ×, **Up**, ○, **Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left**, **Left**, ○, **Left**, △, **Right**, ○, **Up**, **Up**, **Down**

ANDRETTI RACING

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

Secret Options Menu

At the Pause menu, highlight "Race Statistics", hold the ○ button and press ×. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:

Invincibility—Hold **L1**, press **Down**, **Up**, **Left**, **Left**, △, **Up**, **Right**, **Down**

All Weapons—Hold **L1**, press □, ○, **Up**, **Down**, ×, □

Infinite Lives—Hold **L1**, press △, ○, ×, □

Restore Health—Hold **L1**, press ×, △, ○

See Programmers' Debug Info—Hold **L1**, press **Down**, **Down**, △

Stage Select—Hold **L1**, press △, **Up**, ×, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

While in the middle of a mission, hold ○ + × and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to normal.

1st Person View

While in the middle of a mission, hold △ + □ and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1 + R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship—Hold **SELECT** and press △, ○, △, □, ○, □

Stage Select/Invincibility—Hold **SELECT** and press □, △, ○, △, △, □, ○ (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press ○, ○, ○, △, □, □, ○

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up**, **Down**, **Left**, **Right**, ○, □, ×, △

99 Lives—**Up**, ×, **Down**, △, **Left**, □, **Right**, ○

Invincibility—**Down**, **Down**, **Up**, **Up**, ○, □, △, △

AUTO DESTRUCT

Cheat Menu

At the main menu, press **Up**, **Down**, **Left**, **Right**, **Down**, **Right**, **L1**, **R1**, **R1**. Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitros—**L1**, ○, **Down**, **L1**, **Up**, □, ○, **R1**

Extra Money—**L1**, **R1**, **Up**, ○, **Down**, □, **Right**, **R1**, **L1**

Add One Minute to Time—**Down**, **L1**, **L1**, ○, ○, **R1**, **Up**, □, **L1**

Invincibility—**L1**, **L1**, **L1**, **L1**, **Left**, ○, ○, □, **L1**

Infinite Fuel—**L1**, ○, **Left**, **L1**, ○, **R1**, **L1**, **Up**, **R1**, **Down**

Car Tune-Up Menu—**L1**, **R1**, **L1**, **Up**, **Down**, ○, **Down**, **Right**, **Left**, □, **R1**

Blood Mode—**L1**, **Down**, **R1**, **Left**, **L1**, **Right**, **R1**

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—**Up**, **R1**, **Down**, **L1**, **Up**, **Left**, **R1**, **Right**, **L1**

Mission Select—**Up**, **Down**, ○, **L1**, **R1**, **L1**, ○, **Down**, **Up**

Next Mission (jump to next mission from the cheat menu)—□, ○, **R1**, **L1**, ○, **Down**, **L1**, **Up**

All Time Trials Available—**R1**, **L1**, ○, **Left**, ○, ○, **Left**, **L1**, ○

Car Select

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press **Left**, **R1**, **Right**, **R1**, **Left**, **R1**, **Right**, **R1**. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

- Shrink the Rotofoil

×○××○×
×××××
××△△××
□××××□
×□□□□×

- Upside-down playfield

×□□□□×
□××××□
××△△××
×××××
×○××○×

- Must score in your own goal to win

××××□×
○××○×□
×△××□
××△××□
××××□×

- Play as the Master Blazer, Xarta

×○○○×□
○×△×○□
○△×△○□
○×△×○□
×○○○×□

- Play "Classic *Ballblazer*"

□□××××
□□□□××
□□□□□□
××□□××
□□□□□□

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up**, **Down**, **Left**, **Right**, △, ×, □, **START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up**, **Down**, **Left**, **Right**, △, ×, ×, △, **Right**, **Left**, **Down**, **Up**, **START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BIO FREAKS

First-Person View

During a match, hold **L2 + R2** and point the D-pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold **L2 + R2** and press **Down**.

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold **SELECT + R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.

Access All Levels

At the main title screen, hold **Left + L2** and press **SELECT**; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2**, △, △, △, ○.

Acquire Wingman

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2**, □, □, □, ○.

Maximum Weapons

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L2, R1, R2.**

Upgrade Gun

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT.**

Upgrade Current Weapon

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L1, R1, R1.**

Complete Current Mission

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2**, △, △, △, **Down**, **Down**, **Down.**

Secret Video Scene

If you beat the game at the "Rockin" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops, the game's developer. You can find it easier if you set the difficulty to "Rockin", enter the "Access All Levels" code above, then go to Operation Hurricane and enter the "Complete Current Mission" code, also shown above.

BLAST CHAMBER

Infinite Lives

At the main menu, press □, **Left**, □, **Right**, ○, **Down**, ○, **Up**; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

BLAST RADIUS

Secret Levels

At the main menu, press **L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up.** You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Programmer Backgrounds

At the main menu press **Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2.** You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).

Powered Up Ships and Sector 5

At the main menu press **Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down.** Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).

Wraith Ship and Sector 8

At the main menu press **Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up.** This code may not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold the **R1 + L2** buttons on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll be able to find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Debug Mode

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R1** button; press **L1** to go back through the levels. Press **R2** during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press **R1** to return to the game.)

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right, Left, Up, Down, Up, Down, Up**. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

BUBSY 3D

Cheat Codes

Press □ at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects:

X M U C H O L I F E—99 lives
X T O O R O C K E R—Have all rockets
X L V L C H T M S B—Access all levels
X Z O O M M E R K B—During the game, hold **Left** on the D-pad and press **START** to warp to a different location in the current stage
X A L L D B U G C R—Activate all of the above cheats at once
X B N S C H T M M M—Play bonus round
X U R A S N A K E R—Bubsy w/black T-shirt & eyepatch

Voice Test

As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario).

B U B S Y H I T X A
B U B S Y B O P X A
B U B S Y C N T X A
B U B S Y D O G X A
B U B S Y C A R X A
B U B S Y G L D X A
B U B S Y H I H X A
B U B S Y I D L X A
B U B S Y P O W X A
B U B S Y S C R X A
B U B S Y U F O X A
B U B S Y H 2 O X A
B U B S Y W O O X A
B U B S Y W O L X A
B U B S Y W O R X A

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press **Left, Right, R1, R2, L2, L1, Up, Down**. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the ✕ button as quickly as you can. Pressing ✕ four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the ✕ button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

Another World

At the title screen—while the words "Press Start" are flashing—press **R1, Up, L2, Down**. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up, Down**, then press **L1+L2+R1+R2** simultaneously. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

• Access All Characters—**Right, Right, △, Left, Left**
This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.
• Tarot Reading—**Up, △, Down, △, Up**
This code adds a new option called "Tarot Reading" to the Option menu.
• "Ura" Puzzle Mode—**△, Left, Right, Left, △**
This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.
• "Talk Demo" Mode—**□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □**
Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

BUST-A-MOVE '99

Extra Worlds

At the title screen, quickly press **○, Left, Right, ○**. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

Choose *Super Buster B.* from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold **Down** on the D-pad and press ✕. A stage-select menu will appear.

Buster Buddies Stage Select

As above, choose *B. Buddies* from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press ✕. A stage-select menu will appear after the player-select menu.

Buster Buddies Bonus Stages

Choose *B. Buddies* and select "Game Start." When the title screen appears, choose the number of players, then quickly hold ✕ on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press ✕ on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**; now you can choose any stage.

Extra Lives

Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press **L2 + R2 + ✕ + Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

CODENAME: TENKA

Access All Weapons

Press **START** at any time during the game to pause, then enter the following code at the pause menu: Hold **L1**, then press **△, R1, △, □, R1, ○, □, □**. Release **L1** and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower.

Stage Select

Press **START** at any time during the game to pause, then enter the following code at the pause menu: Hold **L2**, then press **○, ○, □, △, R1, □, △, ○**. Release **L2** and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

COLONY WARS

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter eny of the following codes exactly as they appear:

• Enter "Hestas*Retort" for infinite energy.
• Enter "Commander*Jeffer" to access all levels.
• Enter "Tranquillex" to get super-cooled weapons.
• Enter "Memo*X33RTY" for infinite secondary weapons.

COLONY WARS: VENGEANCE

Cheat Passwords

Access the "Password" option and enter any of the following passcodes exactly as they appear here:

• Enter "Demon" to access a stage-select option
• Enter "Vampire" for infinite energy
• Enter "Avalanche" for infinite Afterburner
• Enter "Chimera" for infinite Secondary weapons
• Enter "Hydra" for 99 upgrade credits
• Enter "Dark*Angel" for super-cooled weapons
• Enter "Tornado" to access all weapons
• Enter "Thunderchild" to access all fighters
• Enter "Blizzard" to activate all of the above cheats
• Enter "Stormlord" to turn all active cheats off

CONTENDER

Play as Jackal

Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, select "Exhibition." Then, select either a 1- or 2-player game. From the character select screen, press □ to switch to the character on your memory card. Next, press □ again. Jackal's face will now appear among the other selectable boxers.

COOL BOARDERS 3

Cheat Passwords

Choose "One Player" at the main menu and enter the "Tournament" option. Choose "New Tournament", then—at the "Enter Name for Tournament" screen—enter any of the following secret codes and press ✕. Once you've done this, you can press △ repeatedly to return to the main menu and enjoy the benefits of these cheat codes in any game mode:

O P E N _ E M—Unlock all characters
W O N I T A L L—Unlock all courses
B I G H E A D S—All characters have big heads (press **START** to activate the big heads once a race is in progress)

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

△ △ △ △ ✕ □ △ △
△ △ □ ✕ △ ○ △ △
△ ○ □ △ ✕ ✕ ✕ ✕

CRASH BANDICOOT 2 CORTEX STRIKES BACK

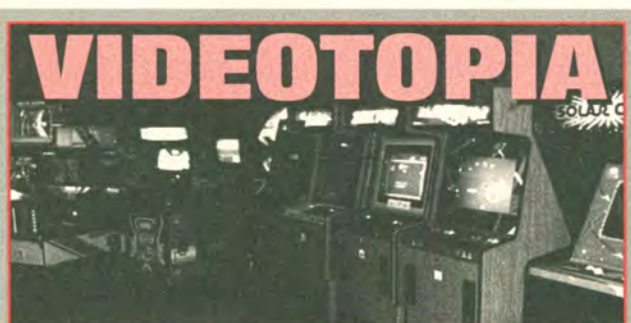
10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the ○ or **R1** button to lift his



Videotopia is a traveling exhibit that documents the history of video games. *Tips & Tricks* recently got a first-hand look at the exhibit at the Maryland Science Center in Baltimore's Inner Harbor. The exhibit will remain there until September 6, 1999 before moving on once again. Organized by the Electronics Conservancy, Videotopia is unlike any museum exhibit you've ever seen. It's got over 70 of the most influential and groundbreaking arcade video games all in one location. Most exciting of all, you can play every single game just like you were in a normal arcade!



Here's the rare panorama version of Atari's *Hard Drivin'*.

legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRITICAL DEPTH

Cheat Codes

These codes should be entered quickly during gameplay:

- Invincibility—**L1, R1, L1, R1, Up, Down, Left, Right**
- Mines—Hold **R2** and press **Right, Left, Down**
- Quad Damage—**R1, R2, R1, R2, Up, Down, Up, Down**
- Drop Pods—**L1, R1, L1, R1, Up, Down, Left, Up**
- Surface Mine—Hold **R2** and press **Right, Left, Down**
- Stun Blast—Hold **R2** and press **Right, Left, Up**
- Infinite Weapons—**L1, R1, L1, R1, Up, Down, Left, Down**

CROC: LEGEND OF THE GOBBOS

Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected:
LLLLDRRLLDRDLUR

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors *Talbain*

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold **SELECT** and press any button.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On—△, △, **L2, R2, L2, R2, R1,** □
Map All Things On—△, △, **L2, R2, L2, R2, R1,** ○
Lots of Goodies!—×, △, **L1, Up, Down, R2, Left, Left**
All Powerful Mode On (Invincibility)—**Down, L2,** □, **R1, Right, L1, Left,** ○
X-Ray Vision—**L1, R2, L2, R1, Right,** △, ×, **Right**
Level Warp—**Right, Left, R2, R1,** △, **L1,** ○, × (press **Left** or **Right** to change the stage.)

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

- Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
- Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
- Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
- Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
- Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
- Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
- Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

DUKE NUKEM: TIME TO KILL

Cheat Codes

Press **START** during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—**L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT**
Invisibility—**L1, R1, L1, R1, L1, R1, L1, R1, L1, R1**
Double Damage—**L2, R2, L2, R2, L2, R2, L2, R2, L2, R2**
Big Head—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Up**
Tiny Head—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Down**
Big Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Left**
Tiny Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, R1, Right**
Enable Level Select at main menu—**Down, Down, Down, Down, Down, Down, Down, Down, Up**
All Weapons—**L1, L2, Up, L1, L2, Down, R1, Right, R2, Left**
Unlimited Ammo—**Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT**
All Inventory—**R1, R1, R1, R1, R1, L2, L2, L2, L2, L2**
All Keys—**Up, Right, Up, Left, Down, Up, Right, Left, Right, Down**

DYNASTY WARRIORS

Secret Character: Sun Shang Xiang

At the main menu—the one that says "1P Battle, Versus," etc.—press **Left, Left, Up, Down,** △, □, **L1, R1**; you'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any **L** or **R** button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.

FANTASTIC FOUR

Cheat Mode

At the Options menu, press **Down** until the "Training" option is highlighted. Next, press **L1 + L2 + R1 + R2** at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press **L1 + L2 + R1 + R2** during gameplay to access a stage-select menu. Press **Up** or **Down** and use the △ and × buttons to choose a stage, then press **START** to warp there.

FELONY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code *quickly* on Controller 2: Tap **L2 + R1 + R2**, then tap **R2**, then **L2**, then **R1 + △**; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

THE FIFTH ELEMENT

Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc.—press **L1, L2, R2, R1, SELECT**; you'll hear a signal to confirm. Now highlight "New Game" and press ×; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left + L1 + R2 +** □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FISHERMAN'S BAIT

Total Count List

At the title screen, press **Up, Up, Down, Down, L1, R1, L1, R1,** ×, ○, **START**. Next, select "Options," then press **SELECT**. The Total Count List screen will appear.

FORMULA 1

Cheat Codes

Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly.

Gibberish Mode—Hold **SELECT** and press **Left,** ○, **Up, Down, Down, Right,** ○, □, □
Buggy Mode—Hold **SELECT** and press **Right, Up,** △, **Left, Up,** □, △
Bike Mode—Hold **SELECT** and press **Down, Up,** ○, △, **Right, Up,** □, △
Lava Mode—Hold **SELECT** and press □, ○, **Up, Right, Right,** ○, ×
Spanish Commentary—Hold **SELECT** and press △, ○, **Right,** ○, △, ○, **Right,** ○
German Commentary—Hold **SELECT** and press **Down, Up, Left, Left,** □, ○, ×
Bonus Track—Hold **SELECT** and press **Left,** ○, ○, △, △, ○, **Up, Right**. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

FORMULA 1 CHAMPIONSHIP EDITION

Secret Codes

To enter any of the following tricks, select Grand Prix mode, choose "Driver Select" and use the "Edit Driver" option to change the name of any driver to one of the following names:

BILLY BONUS—With this name in place, access the "Circuit Select" menu and you'll find four bonus tracks to choose from: Adia, Edialeda, Sunob and the top-secret "Sixties" circuit.
BLOOMIN ARD—Makes the game harder.
BOX CHATTER—Enter this name and you'll see Muppet-like representations of the game's announcers on the screen as they talk.
CATS DOGS—Enter this name, then open the "Game Mode" menu and change the "Weather" option to "Rainy". When the race starts, you'll see frogs falling from the sky instead of rain.
LITTLE WEELS—Actually, entering this as your name will give your vehicle *gigantic* wheels.
PI MAN—With this name in place, you'll be playing in *WipeOut* mode as a hovercraft.
SWAP SHOP—Entering this name will change some of the game's sounds; check out the collision sound effects!
TOO EASY—Makes the game easier.
VIRTUALLY VIRTUAL—Entering this name will change the graphic elements to flat-shaded polygons, which makes the game resemble Sega's *Virtua Racing*.
ZOOM LENSE—Enter this name to access an overhead helicopter-style camera angle.

Championship Warp

To warp ahead in Championship mode, access the "Edit Driver" option as above and simply change the first letter of Jean Alesi's name to "N", "O", "P" or "Q". Now enter Championship Mode; you'll start at Round 16.

FORMULA 1 98

Hidden Tracks

Choose "Options" from the "Select Driver/Team" menu, then choose "Edit Driver Name"and enter the following driver names to open hidden tracks:
Cheesy Poofs—Unlock Stunt track
Go Cows—Unlock Roman Forum track

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press **Left, Right, Left, Right**. Next, press × to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right,** □, △, □, △, **R1, L1, R1, L1,** ○. When you return to the "Select Level" screen,



***Tank* from Kee Games (a.k.a. Atari) and the original *Breakout*.**

Each arcade machine has a card next to it describing its significance and contribution to the evolution of video games. You'll find a display case showing practically all home video game consoles that were released in America. There's even a small section on video game-related careers. It's such a rare treat to be able to play so many cool games in the same place at one time. You can play the original *Pong* one minute and *Alpine Racer* the next. For more information, and to see if Videotopia is coming to a city near you, check out their web page at www.videotopia.com.



The first video game ever to use polygons: Atari's *I Robot*.



Play a variation of Pong with four players!

all of the stages will be unlocked.
Infinite Lives
During gameplay, press **START** to pause, then press **Right**, □, △, □, △, ×.

FUTURE COP: L.A.P.D.

Secret Passwords
D I S Y F I S L F Y—All Crime War and Precinct Assault missions completed
D I T I F I S L F L—All Crime War and Precinct Assault missions locked complete
D Y P Y F A S R H R—All Crime War and Precinct Assault missions completed, plus all secret weapons
S I F R G Y B E R R—Invincibility
S Y M R G O B R R L—All secret weapons
D Y S I F A S R H Y—All Crime War and Precinct Assault missions locked complete, plus all secret weapons
D Y T I F A S U H L—All Crime War and Precinct Assault missions locked complete, plus all secret weapons and invincibility
Cheat Codes
While in the game, press **START** and enter the map screen. Press **SELECT** to access the options menu, highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are entered correctly:
Reload Shield—□, **SELECT**, O, ×
Complete current mission—□, O, □, O, ×, **SELECT**, ×, **SELECT**
Turn blue player to black—□, **SELECT**, O, ×, ×, O, **SELECT**, □
Reload Weapon 0—□, O, **SELECT**, ×, **SELECT**, ×, O, □
Reload Weapon 1—O, ×, **SELECT**, □, O, ×, **SELECT**, □
Reload Weapon 2—□, **SELECT**, □, O, □, **SELECT**, ×
Power-up Weapon 0—O, O, O, ×, ×, ×, O, **SELECT**
Power-up Weapon 1—□, □, □, O, ×, O, ×
Power-up Weapon 2—□, O, □, **SELECT**, ×, □, O
Add 200 points to the player—O, □, O, ×, **SELECT**, □, ×
Invincibility—O, O, **SELECT**, **SELECT**, O, **SELECT**, ×, □
Super Jump—O, O, O, O, □, ×, **SELECT**, □, ×, O
Maximum Shield—×, ×, **SELECT**, O, O, **SELECT**, □, □, **SELECT**

G•DARIUS

Unlock All Movies
Highlight "Movie" at the option screen, press **Left**, **Right**, **Left**, **Right**, then hold **L1 + L2 + R1 + R2** and press **START**. All of the movies will be unlocked, even if you haven't finished the game.

G-POLICE

Infinite Shields
At the "Mission Brief" screen, hold **L1 + R2 +** □ and press **Left** on the D-pad.
Unlimited Ammo
At the weapon select screen, hold **R1 + L2 +** O and press **Left** on the D-pad.

GEX: ENTER THE GECKO

Invincibility
During the game, press **START** to pause, then hold the **L2** button and press **Left**, **Right**, △, **Down**, **Right**, **Left**.
Infinite Lives
During the game, press **START** to pause, then hold the **L2** button and press **Up**, **Up**, **Down**, **Right**, △, **Down**.
Random Speech
During the game, press **START** to pause, then hold the **L2** button and press △, **Left**, O, **Up**, **Down**. When you unpause, you can press **SELECT** at any time to make Gex say a random one-liner.
Stage Timer
During the game, press **START** to pause, then hold the **L2** button and press **Right**, △, **Right**, **Left**, △, ×. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press **SELECT** to call up your current game's stats, then hold.the □ button to see your best times for each level.
Stage Select
During the game, press **START** to pause, then hold the **L2** button and press **Right**, **Right**, **Left**, **Right**, △, **Down**, **Right**. When you unpause, press **SELECT** to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press **Left** or × to cycle between three different menus.
Debug Menu
When you're on the Media Dimension map, press **START** to pause, then hold the **L2** button and press **Right**, **Right**, **Left**, **Right**, △, **Down**, **Right**, **Right**, △, **Right**, **Left**, △, ×, **Right**, △, **Right**, **Left**, △, ×. When you unpause, press **SELECT** to call up a debug menu. Press **Left** or **Right** to turn the different options on or off; use the "Collectables" submenu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

GHOST IN THE SHELL

Stage Select
At the main menu, press **R2**, **R1**, □, □, **Up**, **Down**, □, □, **R2**, **R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes
Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
• Enter the name "W E Y H E Y" to start with 9,999,990 points.
• Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
• Enter "E A T T H I S" to max out your "Wanted" level.
• Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GUILTY GEAR

Extra Difficulty Level
At the PlayStation logo screen, hold □ + **R2** + **L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.
Secret Characters: Testament and Justice
To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.
Secret Character: Baiken
To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HEART OF DARKNESS

Cheat Mode
Hold **L1 + L2 + R1 + R2** on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

HERCULES ACTION GAME

Passwords
The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa
The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer
The Big Olive—Centaur, Shield, Hydra, Hercules head
The Hydra Canyon—Shield, Helmet, Shield, Soldier
Medusa's Lair—Archer, Pegasus, Archer, Centaur
Cyclops Attack—Helmet, Pegasus, Hercules head, Archer
Titan Flight—Soldier, Shield, Shield, Lightning
Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus
Vortex of Souls—Soldier, Lightning, Soldier, Centaur
Watch All Full-Motion Video Scenes
Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press ×, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press × to skip to the next clip or press **START** to exit.

HOT SHOTS GOLF

All Access Code
First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left**, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.
Mirror Courses
At the Course Select screen, highlight a course, hold **L1 + L2**, press × to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.
Mirror Characters
At the Character Select menu, highlight a golfer, hold **L1** and press ×. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

IN THE HUNT

Stage Select
At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game.
Infinite Continues
When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the △ and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTELLIGENT QUBE

Practice Stages
Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press ×. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

INVASION FROM BEYOND

Level Select
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):
L1, R1, L2, R2, △, ×, O, □, □, O, ×, △
All Ships & Weapons
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):
L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK

Extra Lives
To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press ×. You'll hear the crowd cheer to confirm the code.

JET MOTO

Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press O, O, O, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:
2 Player vs. CPU— O, □, **R2**, O, △, **L2**, **Right**, **Up**
Double Stunt Points—**Right**, **Up**, O, **L2**, △, O, **R1**, **R2**
Unlimited Turbos—△, O, **Right**, **R2**, **Up**, □, **Up**, △
Rocket Racer—△, **Up**, **Up**, **L2**, **L2**, **Up**, **Up**, **Up**
Multiple Camera Angles—△, **Down**, □, △, **L1**, **L1**, **R1**, **R1**
No Resistance—□, **L1**, △, **Right**, **L1**, **Down**, **R2**, △
Super Ability—**Down**, O, **Left**, **L1**, **Left**, **Right**, **Left**, **Right**
Air Brakes—**R1**, **R2**, **Right**, **L2**, **Up**, O, **Up**, O
Ice Racing—**Up**, **R2**, **R1**, **Right**, **L1**, □, **Right**, **Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**; when the yellow highlight appears on the menu at the bottom of the title screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again; when the main menu reappears, press **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2

Access All Tracks
Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the × button; if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.
To access all of the tracks—including the alternate tracks—follow these steps:
1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu; highlight Li'l Dave, press ×, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **R2**, **R1**, **L2**, **L1**; you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu; highlight Wild Ride, press ×, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up**, **Left**, **Down**, **Right**, □, **R2**, O, **L2**; you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose "1 Player" at the main menu; highlight Bomber, press ×, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**; you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2**, **R1**, **L1**, **L2**, **R2**, **R1**, **L1**, **L2**; you will hear a signal to confirm this code. Now you can access all of the tracks.
Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left**, □, **Down**, △, **Right**, O, **L1**, **R1**; you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

JUDGE DREDD

Secret Codes
To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:
! P E M O N ?—Deformed characters
? L O V E S E X Y ?—See the ending
! B E D S T R A W !—10 credits
! E I K K I N—Invincibility

KAGERO: DECEPTION II

Sound Test
When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six

times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

KNOCKOUT KINGS

Note: The following codes may be difficult to enter. Be sure you're pressing the D-pad in the exact directions specified without pointing it diagonally, and whenever you see a "+" sign between two buttons, it means that *those two buttons must be pressed* at exactly the same instant.

Play as a Bear

At the main menu, press **Right** + □, **Right** + △, **Right** + ○, **Right** + ×. If you are doing it correctly, you should hear the bell sound after every button command. Now no matter what boxer you choose, you will be playing as a bear.

Big Head Mode

At the main menu, press **Left** + ○, **Left** + △, **Left** + □, **Left** + ×. As above, you should hear the bell sound after every button command. This cheat only works with created boxers or boxers which can be edited.

KRAZY IVAN

Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press × + **Down**/**Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)

Compy—× × ○ △ □ × □ × ○ □ △ □
Human Hunter—□ □ △ ○ × □ □ □ □ × ○ △
Raptor—× × ○ △ □ × □ × □ □ △ ○
T-Rex—× × ○ △ □ □ □ × △ □ △ □
Human Prey—□ □ △ ○ × × □ □ △ × ○ △

Gallery Passwords

Compy—□ □ △ ○ × ○ △ ○ △ △ × ×
Hunter—× × ○ △ □ △ △ △ × ○ □ ○
Raptor—□ □ △ ○ × ○ △ ○ × △ × △
T-Rex—△ △ □ × ○ □ ○ × × □ △ □
Prey—△ △ □ × ○ □ △ × □ □ ○ ○

Stage Select

Access the password screen and enter the following password: □, ×, ○, △, △, ×, □, ○, △, ○, ×, □. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password' once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up**, **Down**, **Left**, **Right**, △, **START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MADDEN NFL '99

Secret Teams and Stadiums

From the main menu, select "Code Entry" and enter any of the following codes:

BESTNFC—NFC All Stars team
AFCBEST—AFC All Stars team
BOOM—Madden '98 team
IMTHEMAN—Stats leaders team
PEACELOVE—All '60s team
BELLBOTTOMS—All '70s team
HEREANDNOW—All '90s team
TURKEYLEG—Madden All-Time Greats team
THROWBACK—75th anniversary team
GEARGUYS—NFL equipment team
WELCOMEBACK—'99 Cleveland Browns
INTHEGAME—EA Sports team
EA STADIUM—EA Stadium
DOGPOUND99—Old stadium in Cleveland
THEHOGS—RFK stadium
NOTAFISH—Old stadiumin Miami
SOMBRERO—Old stadium in Tampa Bay
FOR RENT—Old stadium in Houston
OURHOUSE—Tiburon Sports Complex
STICKEM—Old stadium in Oakland

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.

• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

• Dr. Doom—Press **Down**, **Down**, then press and continue to hold ×, then ○, then **R1** (you should still be holding × and ○ when you press **R1**)

• Thanos—Press **Up**, **Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding **L1** and △ when you press □)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

• Dr. Doom—Press **Down**, **Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold ×, then ○, then **R1** (you should still be holding **Down** + × + ○ when you press **R1**)

• Thanos—Press **Up**, **Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up** + **L1** + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button

• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button

• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button

• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button

• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button

• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button

• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

From the main menu, select "Option." Next, press **R1**, ○, **Left**, △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MONSTER RANCHER

Secret Monsters

There are over 40 special monster types hidden in *Monster Rancher* that can only be found by using ONE specific CD in the Shrine. The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher* the way they should. Occasionally an audio CD will be re-mastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless you have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you improve your grade as a breeder.

Homogenic by Bjork—"Geisha"
Horses by Patti Smith—"Gallop"
The Abbey Load E.P. by Red Hot Chili Peppers—"Bikini"
Forrest Gump (Disc 1) Original Movie Soundtrack—"Smiley"
Bridges to Babylon by The Rolling Stones—"Gray Wolf"
Something About the Way You Look Tonight by Elton John—"Angel"
The Ultimate Collection by Jackson 5—"Bunny"
Like a Virgin by Madonna—"Platinum"
1984 by Van Halen—"Eve"
Beach Boys Concert by The Beach Boys—"Stripe"
Paris, Texas Original Movie Soundtrack—"Sam"
Monster by R.E.M.—"Apocolips"
The Best of Earth, Wind & Fire, Vol. II by Earth, Wind & Fire—"Planet"
Love Deluxe by Sade—"Looker"
Middle of Nowhere by Hanson—"Sleeves"
Christmas with the Chipmunks by The Chipmunks—"Santa"
also: *Merry Christmas* by Mariah Carey—"Santa"
Metal Health by Quiet Riot—"Gamer"
Greatest by Kiss—"Kuma"
Nevermind by Nirvana—"Karaoke"
Demo disc from *Next Generation* magazine, December 1997—"Milky Way"
Demo disc from *Ultra Game Players* magazine, December 1997—"Two Tone"
On Air (Disc 1) by Alan Parsons—"Sky"
The Fat of the Land by Prodigy—"Naga"
Destiny by Gloria Estefan—"Cari"
The Best of the Village People by The Village People—"Anguish"
Bringing Down the Horse by The Wallflowers—"Neon"
Spawn: The Album Original Movie Soundtrack—"Zombie"
Combat Rock by The Clash—"Tank"
Kerplunk by Green Day—"Bonsai"
Kick by INXS—"Gooaall!"
Grand Prix by Teenage Fanclub—"Radial"
No Way Out by Puff Daddy & the Family—"Jerod"
Mellow Gold by Beck—"Magnet"
Major League 2 by Original Movie Soundtrack—"Player"
History of the Grateful Dead, Vol. 1 by The Grateful Dead—"Teddy"
Floored by Sugar Ray—"Jaques"
Greatest Hits, Volume 3 by Billy Joel—"Shades"
Spice by Spice Girls—"Cutey"
Live at the Apollo by James Brown—"Hot Foot"
Salsa No Tiene Frontera by Orquesta de la Luz—"Mage"
Damned Damned Damned by The Damned—"Doodle"
Yourself or Someone Like You by Matchbox 20—"Sketch"
Truth and Soul by Fishbone—"Beamer"
Men in Black: The Album Original Movie Soundtrack—"Disrupt"
Tecmo's Deception (PlayStation game) by Tecmo—"Ardebaren"

More Secrets

• The average monster will not live long enough for you to take it from the "E" ranking all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to push your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will be rewarded with a special birthday song!

• Some special monster types can be created by combining two monsters in the Lab with the right item. For example, If your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; both should have a "style" rating of "Spoil." The result will be a rare Ape monster style.

• If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters at the Lab.

• When your monster dies and you go to the shrine to create a new monster, there is a 1-in-16 chance that the new monster will be imbued with the spirit of the monster who died. A monster who is "possessed" in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare "Ghost" monster type.

• To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you're there, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scribble" type. Combine the "Scribble" monster with another monster in the lab to get the "Doodle" type.

• To earn the extremely rare "Disc" monster, you must freeze a monster of the "Gooaal!" type and another of the "Radial" type and combine them in the Lab.

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press ×, ○, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press ×, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

• Player 1: Press Low Punch three times and Low Kick twice

• Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to

hold it down.
2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.
3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.
Combos
3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick
Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game
• Enter "R C K M N D" to see a demo of the rock boss exploding
Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z V R K D M
Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N
Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the **L1** button when you die. If you are holding the **L2** button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.
Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.
Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:
• Fatality 1—Press △ when "Finish Him/Her" appears.
• Fatality 2—Press ○ when "Finish Him/Her" appears.
• Animality—Press **L2** when "Finish Him/Her" appears.
• Friendship—Press **R1** when "Finish Him/Her" appears.
• Brutality—Press □ when "Finish Him/Her" appears.

MOTOR TOON GRAND PRIX

Secret Saves
(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press ✕ or ○. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press ✕ or ○ during each video to switch to the standard camera angle.
Secret Ghosts
(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the **R1** button and press ✕ or ○. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.
Extra Options
At the main menu, highlight "Options", hold **L1 + L2 + R1 + R2** and press ✕. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

MOTORHEAD

Secret Passwords
Access the "Code" option at the Options menu and enter the following codes to access different effects:
s o f t h e a d—Motion blur effect
s u p e r c a r—Overhead view
i n s a n i t y—Alternate demo
l a s t c o d e—Unlock all cars and tracks
n o c h e a t s—Disable cheats
Note that when you enter these cheat codes, high scores will not be recorded.

N2O NITROUS OXIDE

Cheat Codes
Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:
✕✕□✕✕✕△△—Infinite Firewalls
□✕○□✕□○□—Infinite weapons
○✕✕△□△□○—Infinite lives
□△○△✕△□✕—Access any level
□□□△○△□□—Bonus level access
✕✕✕□△○✕△—Enable fifth ship (Speedcore)
○✕□△△○△○—Activate "water" effect
□△✕△○□△✕—Bonuses don't reset when you die

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip
Load the game *Mappy* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press ✕ to turn it "on." Now start the game; you can skip stages at any time by holding **L1 + R1** and pressing the ✕ button.
Super Pac-Man Stage Skip
Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press ✕ to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1 + R1 + ○** and press **START**; The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level.
Gaplus Stage Select
Load the game *Gaplus* and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press ✕ to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold **L1 + R1 + ○** and press **START**; a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number of the stage you'd like to warp to, then press **START** to begin at the stage you chose.
Dragon Buster Stage Skip
Load the game *Dragon Buster* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press ✕ to turn it "on." Now start the game. When the map screen appears, hold **L1 + R1 + ○** and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold **L1 + R1 + ○**; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses
Load the game *Pole Position II* and press the △ button to access the options window. Highlight "Test" and press ✕; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press ✕, then press **Up** to turn on switch #1 in the left box. Now press △ twice and choose "Game" with the ✕ button. When the game loads, press △ to open the options window again. You'll find a new option called "Course"; highlight it and press ✕ to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has *no turns* at all. This code remains in effect until you shut the power off or return to the main *Museum* menu.
Galaxian Turbo Mode
Load the game *Galaxian*. When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START**. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main *Museum* menu.
Galaxian Hard Mode
Play the game *Galaxian* until you clear Round 9. After you've done this, press the △ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.
Galaxian Psychidelic Mode
Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the △ button during the demo sequence to access the options window. Highlight "Test" and press ✕; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press ✕, then highlight switch #6 and press **Up** to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen.
The Tower of Druaga Secret Area
While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left.** A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from *Druaga* and find another *Druaga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene
Turn on the PlayStation and hold **L1 + R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tourmaden* (a.k.a. *The Genji and the Heike Clans*).
Secret Pac-Land Scene
Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press ✕ to chase him away, then press ✕ at each of the following locations to earn a special ability:
• Find the ghost behind the left side of the wall.
• Find the ghost on top of the wall (press △ to look up).
• Find the ghost talking to the fairy.
• Find the power pellet (press △ to look up at the tops of the trees).
• Give the pellet to Pac-Man.
When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press ✕ to jump.
Secret Game
Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold **L1 + R1 + △** and press **Up** on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press ✕, she will turn on the secret game in that room; it's an *Assault Plus* machine.
The Genji and the Heike Clans Stage Select
Load the game *The Genji and the Heike Clans* and press the △ button to access the options window. Highlight "Test" and press ✕; then, when the test screen appears, press △ to open the test screen options window. Highlight "DipSw" and press ✕, press **Right** twelve times, then press **Up** to turn on switch #5 in the right box. Press ✕ to confirm, then highlight "Game" and press the ✕ button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press □ to warp there.

NASCAR '99

Secret Drivers
Choose Single Race from the main menu, then do the following:
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press **Left, Up, Right,** □, ✕, ○, **L1, L2, R2, R1.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press **Up,** ✕, **Down, R1, Left,** ○, **Right,** □, **L2, R2.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Alan Kulwicki, select the Bristol (Day) track, highlight "Select Car" and quickly press **R1, R1, R2, R2,** □, □, ○, ○, ✕, ✕. There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Cale Yarborough, select the Darlington track, highlight "Select Car" and quickly press **Up, Up, Up,** □, □, □, **Left,** ○, ○, **Left.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press **Up, R1, Right,** ○, **Down,** ✕, **Left,** □, **L1, R1.** There will be a brief pause and the sound of an engine will follow if entered correctly.
• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press **R2, R2, L1, L1, L2, L2, R1, R1, R2, L1.** There will be a brief pause and the sound of an engine will follow if entered correctly.

NBA LIVE 99

Secret Teams
Go to the "Rosters" menu and choose "Custom Teams." Select one of the four teams (A through D), enter "EA" as the name of the city, then enter "Europals" as the name of the team. Next, change the name of the city to "Hitmen" and enter one of the following team names to unlock that team:
Coders
Earplugs
Idlers
Pixels
The game will then ask you if you want to activate the Hitmen Production Team. Choose "Activate Hitmen" and the secret team you requested will be activated. Note that you must repeat the entire process for each hidden team, and that the city and team names are case sensitive (i.e. only the first letter should be large).

THE NEED FOR SPEED

Hidden Tracks
Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".
"Rally" Tracks
With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".
Secret Car
With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-se-

cret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, ○, □ and diagonally **Up/Left** on the D-pad until the race starts. You can now blow everything out of your way by pressing **Up** to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles

When the "Loading..." screen appears before a race—with the course map on the screen—press and hold **L1** + **R2** + △ + ○. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

Cheat Passwords

Enter any of the following passwords from the options menu to activate different features:

Access Ford Indigo car—L I L Z I P
Access Monolithic Studios track—S H O T M E
Upgrade all cars to Pioneer engines—P O W R U P

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

Army Truck—A R M Y M E
Volkswagon Beetle—B E E T M E
BMW—B M R M E
Mercedes-Benz—B N Z M E
Volkswagon Bug—B U G M E
School Bus—B U S M E
Citroen—C I T M E
Shipping Crate—C R A T M E
Pick-up Truck—J E P M E
Landcruiser—L C M E
Stretch Limousine—L I M O M E
Log—L O G M E
Mazda Miata—M A Z M E
Outhouse—O U T H M E
Luxury Sedan—Q U A T M E
Semi Truck—S E M I M E
Army Truck II—S N O W M E
Newsstand—S T D A M E
Covered Newsstand—S T D B M E
Souvenir Stand—S T D C M E
Monolithic Studios Tram—T R A M M E
Tyrannosaurus Rex—T R E X M E
Van—V A N M E
Volvo Station Wagon—V O V M E
Covered Wagon—W A G O M E
Jeep Wrangler—Y J M E

To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y U", then start the game.

NEED FOR SPEED: HIGH STAKES

Secret Vehicles

Enter any of the following passcodes as your user name to unlock the corresponding vehicle:

H O T R O D—Unlocks the Titan
F L A S H—Unlocks the Phantom
W H I R L Y—Unlocks the Police Helicopter

Slower CPU

In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + □ + ○ until the race begins.

Blurry Mode

In any mode, just after you select "Race," quickly hold **Up** + **R1** + **L2** until the race begins.

Turbo Mode

In any mode, just after you select "Race," quickly hold **Up** + △ + ✕ until the race begins. During the race, hold **Up** any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—M C I T Y Z
AutoCross Hidden Track—X C N T R Y
Caverns Hidden Track—X C A V 8
The Room Hidden Track—P L A Y T M
Scorpio-7 Hidden Track—G L D F S H
Space Race Hidden Track—M N B E A M
Activate Jaguar XJR-15—L J A G X
Activate Mercedes-Benz CLK-GTR—A M G M R C
Activate El Nino—R O C K E T
All cars and bonus tracks (not hidden tracks)—S P O I L T
All Camera Views—S E E A L L

Speed and Language Codes

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up** + **R1**+ **R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—**Up** + ✕ + △
Cops Speak With Different Accent—**Up** + **R1** + **L2**
Cops Speak in German—**Up** + **R2** + **L1**
Cops Speak in Spanish—**Down** + **R2** + **L1**
Cops Speak in Italian—**Left** + **R2** + **L1**
Cops Speak in French—**Right** + **R2** + **L1**

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press **Up**, **Down**, then immediately hold the △ button and press ○. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and ○ buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

- Hold **L1** and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
- Hold **L2** and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
- Press **Left**, then press and continue to hold **R2**; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
- Press **Left**, then **Right**; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322
SAL—0201
JAPPLE—6660
JENIFR—3333
LUIS—3333
DANIEL—0604
JASON—3141
ROOT—6000
BRAIN—1111
GENTIL—1111
RAIDEN—3691
ROOT—6000
SHINOK—8337
SKULL—1111
THUG—1111
FORDEN—1111
DAVID—3456
AZPOD—4777
FRANC—1221
JUAN—6521
BERT—8735
JOVE—6644
AUBREY—6666
ALLEN—7911
BYRON—1969
FRANZ—8421
BRIAN—2221

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press **Right**. A message will appear to confirm each code. Note: Some codes won't work in a two-player game unless both players enter the same code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitz—4-4-4-Up
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Turn Off Stadium—5-0-0-Left
Tournament Mode—1-1-1-Down
Clear Tournament Mode—1-1-1-Up
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Unidentified Ball Carrier—5-2-2-Down
Invisible Receiver Highlight—3-3-3-Left
Big Football—0-5-0-Down
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Night Game—2-2-2-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left

NFL GAMEDAY 99

"Easter Egg" Codes

Choose "Easter Eggs" from the options menu, choose "Add Entry" and enter any of the passcodes below for different effects. The codes must be entered exactly as shown, including the spaces:

BIG BALLS—Big football
BIG HITS—Hits sound more powerful
BLINDERS—No penalties
BOBO—All players are named Bobo
BUNYON—Big players
COFFEE BREAK—Extra speed
CON MAN—Computer opponent hides pass coverage
CPU SCORES—Computer-controlled players are faster
CPU STUFFS—Computer team has stronger, faster offensive line
CREDITS—See the credits
DAVIS—Faster running back
EGG HEAD—No stamina, more fatigue injuries
EURO LEAGUE—All players have European last names
EVEN TEAMS—All players are created equal
FLEA CIRCUS—Tiny players
GD CHALLENGE—Extra difficulty setting
GRUDGE MATCH—Red zone is red, end zone is checkered, field goals are invisible
HAMSTRUNG—More hamstring injuries
HANGTIME—Punts have longer hang time
HOOPS—All players are named after basketball players
HOT SHOT—Computer-controlled players celebrate in the field
ITS IN THE FPS—Game's "frame rate" changes constantly
MIND READER—Computer opponent knows which play you've called
PLAYING CARDS—Flat players
POP WARNER—Smaller, faster players
PRESIDENTS—All players are named after Presidents
PRIME TIME—Computer opponent makes big plays
PUPPETS—Players are controlled by string like puppets
RED ZONE—All players are named after programmers
ROCKET MAN—Ball carrier can use speed bursts
SLIDESHOW—See cheerleaders after a game
SKELETON—Play as Skeleton team
SPORTS—All players are named after the game's developers
STAMINA—More endurance
STEEL LEG—Longer field goals
STICKEM—Fewer dropped passes
SWIMMERS—Improved "swim" move
TELE TUMMY—Players have TV sets in their stomachs
WEAK—Players become fatigued more quickly

NHL 99

Passwords

Enter the "Rules and Options" menu and select Options. Access the Passwords screen and enter any of the following passwords for different effects:

3RD—Sunday jerseys for some teams
EAEAO—Play as the EA Blades
FREEEA—Programmers in free agent list
BRAINY—Big head mode
BIGBIG—Giant players
NHLKIDS—Small players
PLAYTIME—Small players and large goalies
PULLED—No goalies
SPEED—Fast game play
SPEEDY—Really fast game play
VICTORY or STANLEY—Stanley Cup movie

View Stadium FMVs

From the main menu, select "Rules and Options." Then, select "Options." Next, select "Password." From this screen, enter any of the following passwords to watch an FMV of the corresponding stadium:

ANA—Anaheim
BOS—Boston
BUF—Buffalo
CGY—Calgary
CAR—Carolina
CHI—Chicago
COL—Colorado
DAL—Dallas
DET—Detroit
EDM—Edmonton
FLO—Miami
LOS—Los Angeles
MON—Montreal
NAS—Nashville
NYI—New York Islanders
NYR—New York Rangers
OTT—Ottawa
PHI—Philadelphia
PHO—Phoenix
PIT—Pittsburgh
STL—St. Louis
TOR—Toronto
VAN—Vancouver
WAS—Washington

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just

beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named D▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages. These rankings show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, U.S., World, Earth, Universe.

NUCLEAR STRIKE

Stage Passwords
Level 1: Delta—JUNGLEWAR
Level 2: Island—CUTTHROATS
Level 3: Peace 1—COUNTDOWN
Level 4: Peace 2—PLUTONIUM
Level 5: DMZ—PUSAN
Level 6: Fortress—ARMAGEDDON
Bonus Level: Lightning—LIGHTNING

O.D.T.

Cheat Codes
Each of these codes can be entered while the game is paused:
50 lives—△, **Up**, ○, **Right**, **SELECT**, □
Refill energy—**Left**, **Right**, **Left**, **Right**, □
Refill ammo—**Left**, **Right**, **Up**, **Down**, ○, □
Refill mana—**Left**, **Right**, **Left**, **Right**, ○
Weapon powerup—**R1**, **L1**, **R2**, **L2**, **Left**, **Right**, **Up**, **Down**
Raise abilities by 10%—□, ○, △, **SELECT**, **Left**
Fill experience gauge—○, △, **L1**, **L2**, **R1**, **SELECT**
Raise each spell 1 level—**Down**, △, **SELECT**, **L1**, **R1**, **SELECT**
Toggle monsters' energy bars—△, □, ○, △, ○

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select
Enter these codes at the main menu:
• Level Select—Hold **R1** and press **Down**, **Right**, **Left**, **Right**, □, ○, □, △, ○, □, **Right**, **Left**.
• Movie Select—Hold **R1** and press **Up**, **Left**, **Right**, □, ○, △, □, **Right**, **Left**, **Up**, **Right**.
• Green Farts—Hold **R1** and press **Up**, **Left**, **Right**, □, ○, ×. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip
At any point in the game, hold **R1** and press ○, ○, ×, ×, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
Stage Select
At the main menu, hold the **R1** button and press **Down**, **Up**, **Left**, **Right**, △, □, ○, △, □, ○, **Down**, **Up**, **Left**, **Right**.
Video Scene Select
At the main menu, hold the **R1** button and press **Up**, **Down**, **Left**, **Right**, □, ○, △, ○, □, ○, **Up**, **Down**, **Left**, **Right**.

OGRE BATTLE

Secret Level
Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."
Sound Test
Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2

Cheat Passwords
All Levels Access—GETACCESS
31 Lives—IMMORTAL
Invincibility—NEVERDIE
Mutant Mode—GENETICS
Permanent Weapon—MAKMYDAY
Access to Bonus Levels—SKATBORD
Full Health—HORMONES
Camera Roll—GONAHURL
Regenerating Monsters—JUSTKIDN
Strange Textures—ACIDDUDE

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords
Level 2—METROPOLIS
Level 3—DEEPDARK
Level 4—TEMPLEME
Level 5—HOTROCKS
Level 6—GOINGDOWN
Level 7—WOWTHATSHOT
Kryll Thular Boss—BIGWORMGUY
Level 8—JAILBREAK
Level 9—THUNDERDOMES
Level 10—MAGICGARDEN
Level 11—SPOOKY MESAS
Cheat Passwords
Floating Harry—ZEROGHARRY
Big Head Mode—BIGHEADHARRY
Skinny Harry—2DHARRY
See Credits—CREDITS
99 Lives—STEVECRANEME
See All Movies—PLAYMOVIES
See All Comics—PITFALLCOMIC
Disable Witty Banter—STOPTALKING
Get an extra 10 lives in the next game—GIVEMELIFE
Access Original *Pitfall!*—CRANESBABY
Note: Each of the following codes works during the original *Pitfall!* game:
• Programmer's Head—Press **R1** + **R2**
• Baby (Elvira) Head—Press ○ + **R1**
• Croc Talk—Press **R1** + △ when there are crocodiles on the screen; one of them will say, "Hi, mom!"
• Infinite Lives—Press **L1** + **L2**

POOL HUSTLER

Secret Game Mode
At the title screen—while the words "Press Start" are flashing—press **Up**, **Up**, **Down**, **Down**, △, △, ×, ×, **Left**, **Right**, □, ○; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow
At the title screen, press ○, **Right**, △, **Up**, □, **Left**, ×, **Down**, ×, **Down**, □, **Left**, △, **Up**, ○, **Right**, **SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press **SELECT** to find Sparrow.
Hidden Character: Gorgon
At the title screen, press **L1**, **L1**, **L2**, **R2**, **R2**, **R1**, △, **Down**, ×, **Up**, **SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press **SELECT** to find Gorgon.
Hidden Character: Sallie
At the title screen, press **Up**, **Down**, **Left**, **Right**, △, ×, □, ○, **L1**, **R1**, **L2**, **R2**, **SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press **SELECT** to find Sallie.

PROJECT: OVERKILL

Secret Cheats
Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.
• "Cloak" Stealth Mode—Hold △, tap □, ○, ○, □, release △, hold ×, tap △, △, release ×.
• Extra Speed—Hold **Up**, tap △, △, △, release **Up**, hold **Down**, tap ×, □, ○, release **Down**.
• Shield—Hold **Right**, tap ○, □, △, release **Right**, hold **Left**, tap □, ○, ×, release **Left**.
• Refill Health—Hold □, tap ○, ×, △, release □, hold ○, tap □, ×, △, release ○.
• Refill Ammo—Hold ○, tap □, release ○, hold △, tap ×, release △, hold ○, tap ×, release ○, hold ×, tap □, release ×.
• Skip to end of current level—Tap ×, **Up**, **Down**, **Up**, hold □, tap ○, release □, hold ×, tap △, release ×.

PSYBADEK

Cheat Passwords
GOANYWHERE—Enable level select
GREASEDDEK—Slippery board
JELLYJELLY—Jelly mode
TOPSYTURVY—Upside down mode
WALKONMOON—Low gravity
DONDACHAOS—Invincibility
DONTDIONME—Nine lives
INLILLIPUT—Big characters
SIZOFANANT—Small characters
DEKPOWERUP—Faster Dek

R-TYPE DELTA

Infinite Credits
If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able continue as many times as you want.
Acquire New Background Images
Satisfy the requirements below to acquire new background images:
Image 2—Play using the RX
Image 3—Play using the R13
Image 4—Play for 20 hours total
Image 5—Finish the game on Human difficulty with the R9
Image 6—Finish the game on Human difficulty with the RX
Image 7—Finish the game on Human difficulty with the R13
Image 8—Play the game 100 times
Image 9—Finish the game on Bydo difficulty with the R9
Image 10—Finish the game on Bydo difficulty with the RX
Image 11—Finish the game on Bydo difficulty with the R13
Image 12—Finish the game on Bydo difficulty with the POW

R•TYPES

Level Select
Highlight either *R-Type* or *R-Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.
Increase Speed
Pause the game, hold **L2** and press **Right**, **Up**, **Right**, **Up**, **Down**, **Left**, **Down**, **Left**, ○.
Decrease Speed
Pause the game, hold **L2** and press **Right**, **Up**, **Right**, **Up**, **Down**, **Left**, **Down**, **Left**, ×.
Use Any Weapon
Pause the game, hold **L2** and press **Right**, **Up**, **Left**, **Right**, **Down**, **Left**, **Up**, **Right** and either △, □, ×, or ○ to equip yourself with a different weapon.

RAGE RACER

Mirror Mode
At the Car Select menu, highlight "Race Start," hold **L1** + **R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.
Custom Logo Colors
At the Team Logo design screen, highlight any color on the color pallette, hold **L1** + **L2** + **R1** + **R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a "cross" marker which helps you to line up elements in the box.

RALLY CROSS 2

Secret Codes
Enter the following codes as your name when you start a new season:
MOOBMOOB—Unlock all cars
PREVET—Unlock Veteran level cars and tracks
PREPRO—Unlock Pro level cars and tracks
INCORPOREAL—Pass through other cars

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
SM14N—Unlock George
S4VRS—Unlock Lizzie
LVPVS—Unlock Ralph
N0T3T—Unlock Myukus
B1G4L—Unlock Purple Myukus
SRY3D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "BVGGY", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RASCAL

Stage Skip
Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the **R1** button to change the name of the stage, then hold the **R1** button down until you warp to the stage you chose. To skip to a different room within a stage, tap the **R2** button to change the room number, then hold the **R2** button down until you warp to the room you chose.

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.
Full Power-Up + 99 Lives
Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2**, **R1**, **L1**, then **R2**, then release the buttons in this order: **L1**, **L2**, **R2**, **R1**. Next, press and release ○, then press and continue to hold **Left**, ○, □, then △. Finally, release the buttons in the following order: **Left**, △, □, ○.

RAYSTORM

Free Play Mode
When the words "Press Start Button" appear at the title screen, hold **L1** + **L2** + **R1** + **R2** and press **START**; when the main menu appears, continue to hold **L1** + **L2** + **R1** + **R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—**Down**, **R1**, **Left**, **Right**, **Down**, **L2**, **R2**, **Left**, **Right**, **Up**
• Full Glitch Energy—**Right**, **L1**, **Up**, **Right**, **Down**, **L1**, **R1**, **Up**, **Down**, **Left**
• Play as Enzo—**Up**, **Left**, **Down**, **Left**, **Down**, **L1**, **R1**, **Right**, **Down**, **Right**
• Play as Dot Matrix—**Left**, **R1**, **Right**, **Up**, **Down**, **R2**, **L1**, **Right**, **Up**, **Down**

RED ASPHALT

Infinite Armor
During the game, press **START** to pause, then hold **R1** + **R2** and press **Up**, **Left**, **Right**, **Down**, △, □, ○, ×.
Infinite Weapons (Offensive & Defensive)
During the game, press **START** to pause, then hold **R1** + **R2** and press **Left**, **Up**, **Right**, **Down**, □, △, ○, ×.
Infinite Nitros
During the game, press **START** to pause, then hold **R1** + **R2** and press **Down**, **Down**, **Down**, ○, ○, ○.
Boss Cars
At the main menu, press and hold **L2**, then press **Left**, **Right**, **Down**, **Up**, □, ○, ×, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.
Unlimited Cash
At the main menu, press and hold **L2** + **R2**, then press **Left**, **Left**, **Right**, **Right**, □, □, ○, ○. Your cash total won't change, but you can buy anything for free.

RESIDENT EVIL

Rocket Launcher
If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.
Special Key
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you

when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you can change into a different set of clothing at any time.

Shoot the Camera

Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIDGE RACER REVOLUTION

Extra Cars

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold **Down + L1 + SELECT + △ + R1**; all of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race you in the Time Trial mode as follows:

Novice—13th Racing Car

Intermediate—13th Racing Kid

Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.

Extra Characters

Choose "1P Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.

Unlock Hidden Oufits

- To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
- To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
- To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.
- To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.

Secret Mini Games

- To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty setting.
- To unlock Shoot-Out mode, finish a one-player game as Roberto at the highest difficulty setting.
- To access Service mode, finish the game with Natsu at the highest difficulty setting.

Kyoko's Office

To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

ROBO-PIT

Arena Select

At the main menu, hold **L1 + L2 + R1 + R2** and press **SELECT**; a two-digit number will appear in the upper-right corner of the screen. Press **Right** or **Left** to choose the arena you'd like to fight in; the left digit represents the available arenas (0 through 5) and the right digit represents the time of day (0=morning, 1=dusk, 2=night).

ROBOTRON X

Instant Power-Ups

At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and ✕ is Fire Down.

Shield—**Down, Left,** □, ○

Two-Way Weapon—**Up,** △, **Up,** △

Three-Way Weapon—**Right, Right,** □, ✕

Four-Way Weapon—**Down, Down, Up,** ○

Pulse Wave—**Up,** ○, **Down, Right,** □

Speed Up—**Left, Left, Right, Right,** △

Flamethrower Weapon—**Down, Right, Down, Right,** ○

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold **L1 + R1 + R2** and press **SELECT**; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick $10,000 Cash—Hold **R1 + R2**, press **L1, Up, Down, Up, Down**

Infinite Weapons—Hold **L1 + R1**, press **Up, Down, Up, R2**

Mega Guns Mode—Hold **L1 + R1 + R2 + ✕**, press **Down**

Invulnerable Mode—Hold **L1 + R1**, press **Up, Down, Left, Right**

Upgrade Weapons—Hold **L1 + R1**, press **Left, Right, Left, Right**

Note: If you hold **L1 + R1 + R2** and press **Up, Down, Left, Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press **SELECT** to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special feaures:

Enable Goliath—**△, L1, R1, ✕, L2, L2**

Enable Nightshade—**R1, R2, L1, L1, ✕, ○**

Enable Helicopter—**L1,** △, **R2,** △, △, **R1**

Enable Alien Saucer—**R1,** □, **X,** □, **L2,** ○

Access "Funtopia" stage (Challenge mode only)—**✕, ○, L2, ✕,** □, **L1**

Access "The Gulch" stage (Challenge mode only)—**✕,** □, ○, **L1, L2,** □

Battle Boss 1 (Challenge mode only)—**○, R2, R1,** □, **L1, R2**

Battle Boss 2 (Challenge mode only)—**○, ○, L2, L1,** △, △

Infinite Jump—**○,** □, **R2, ✕,** △, **R2**

Infinite Turbo—□, **✕, ○,** △, **R1, R2**

Double Pickups—**L1, L2, ○, L1, R1,** □

Increased Armor—**R1,** △, **R1,** △, **L1,** □

See *Duke Nukem: Time to Kill* movie—□, □, ○, ○, △, △

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter △, □, **R2, ✕,** △, **R2.** Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

- Chess pattern background—**L1,** ○, **Left, Right, L2, Left, R2, R2**
- Enable motion blur—**Right,** ○, **L2,** ○, **R1,** ○, □, ○
- Extra 30,000 points—□, **Up, Down, L2, R1,** △, ✕, △ (works only once per level)
- Temporary invincibility—**Right, Down, L1, R2, R1,** ○, △, □
- 30 extra seconds in Time Trial mode—○, **L1,** △, △, ○, ✕, △, **Down** (works only once per level)
- Warp to bonus stage—△, **Up,** △, **L2, L1, L2,** □, ✕
- Clear screen in bonus stage—**Right,** ○, □, **L1,** □, ○, ○, □

ROSCO MCQUEEN FIREFIGHTER EXTREME

Passwords

Laundry 2—F L U F F Y

Laundry 3—S W E A T Y

Auto 1—H O T R O D

Auto 2—G R E A S E

Auto 3—B I G E N D

Harolds 1—S M E L L Y

Harolds 2—W I D E T V

Harolds 3—P I L L O W

Leisure 1—T R I C E P

Leisure 2—M O T I O N

Leisure 3—H I P H O P

Residential 1—K E N N E L

Residential 2—B A R R E L

Runaround—S P L A S H

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen:

Four extra High Performance cars—**Up, Left, Right,** ✕, ○, □

Bonus Track—✕, **Up,** △, **Down, R1, L1**

Reverse Tracks option at Track Select screen + "Reverse Championship" option—**Left,** △, **R1,** ○, **L1,Down**

Access "Super Championship" race mode—**Right,** □, **Left,** ○, **Up,** ✕

RUSHDOWN

Unlock All Tracks

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** △, ○, △, ○. Now all of the tracks will be available when you select Arcade Mode.

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the ✕ button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

- Hold △ to race in a U.F.O.
- Hold **L1** to race in a pick-up truck
- Hold **R1** to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S

Ultimate Password

Choose "Options" at the Game Select menu, then select "Setttings" and use the **L1** and **R1** buttons to change the Password option to "A L L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1 + L2 + R1 + R2 + ○** simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + ✕** simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + △** simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

SHIPWRECKERS!

Passwords

Region 1, Level 2—Ship, Skull, Fish, Anchor, Ship, Anchor

Region 1, Level 3—Ship, Anchor, Skull, Ship, Anchor, Fish

Region 1, Level 4—Skull, Ship, Fish, Anchor, Anchor, Ship

Region 2, Level 1—Fish, Fish, Anchor, Ship, Skull, Anchor

Region 2, Level 2—Skull, Anchor, Anchor, Fish, Anchor, Ship

Region 2, Level 3—7Fish, Anchor, Ship, Ship, Ship, Skull

Region 2, Level 4—Anchor, Fish, Ship, Skull, Skull, Fish

Region 3, Level 1—Ship, Skull, Skull, Fish, Anchor, Skull

Region 3, Level 2—Fish, Skull, Anchor, Fish, Skull, Fish
Region 3, Level 3—Fish, Fish, Ship, Skull, Fish, Ship
Region 3, Level 4—Ship, Anchor, Ship, Fish, Anchor, Fish
Region 4, Level 1—Skull, Skull, Anchor, Ship, Fish, Fish
Region 4, Level 2—Ship, Anchor, Skull, Fish, Fish, Anchor
Region 4, Level 3—Skull, Ship, Skull, Skull, Fish, Ship
Region 4, Level 4—Ship, Fish, Ship, Fish, Ship, Anchor
Region 5, Level 1—Anchor, Ship, Fish, Skull, Fish, Ship
Region 5, Level 2—Fish, Ship, Anchor, Skull, Ship, Fish
Region 5, Level 3—Ship, Fish, Skull, Anchor, Anchor, Skull
Region 5, Level 4—Skull, Ship, Anchor, Fish, Ship, Skull

SKULLMONKEYS

Cheat Codes

Press **START** during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—**Down**, O, **Up**, **R2**, **Left**, △, **SELECT**, **SELECT**
Maximum Phart Heads—**R1**, **Left**, **Up**, **L1**, **L1**, □, **Right**, **SELECT**
Maximum Phoenix Hands—□, △, **R2**, **Left**, **SELECT**, O, △, **Right**
Maximum Universe Enemas—**Left**, △, **Right**, **Down**, △, **SELECT**, **SELECT**, **SELECT**
Maximum Super Willies—**R1**, **Left**, □, △, **L1**, △, **R2**, **SELECT**
Maximum 1970s Icons—**SELECT**, O, **Up**, **Left**, **Down**, **Up**, **Down**, □
Maximum Swirly Cues—**R1**, **Right**, O, **R2**, **R2**, □, **Right**, **SELECT**
Maximum of All Status Items (except 1970s icons and Swirly Qs)—**L1**, △, **Down**, **R1**, O, **Right**, **Up**, **SELECT**
Shield—**R2**, O, O, **Down**, **Left**, O, **Right**, **Down**
Clean "Pause" Screen—**L2**, **Left**, O, **R2**, **Down**, □, △, **Down**
Change Klaymen's Color—**L2**, O, O, **Left**, **SELECT**, **L2**, **Up**, **Down**
Psycho Klaymen—**Down**, **Right**, △, **L2**, **Up**, **Left**, △, **SELECT**
Slow-Motion Mode—**L1**, △, **Left**, **Down**, **R2**, △, **Left**, **SELECT**
Super Fast Klaymen—**Left**, □, **R2**, O, **R1**, **Down**, O, **R2**
Tiny Klaymen—**R1**, **Left**, □, △, **R1**, **Left**, □, △
Shoot Heads Instead of Bullets—**Down**, □, △, **Down**, **Down**, □, □, **Right**
Skip Current Sub-Level—△, **L1**, **L1**, □, **Right**, O, △, **Down**

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press □, □, O, O, □, □, △.

Weapon Power-Up

During the game, hold the **SELECT** button and press **Left**, □, **Right**, O, **Up**, △.

Level Passwords

Uraniumania—△ × × □ O △ × △
Repsychler—× O O △ □ □ O ×
Endless Bummer—× △ × O △ □ O ×
Viva Los Vagrantes—O △ × △ × □ □ △

SMALL SOLDIERS

Cheat Passwords

O, O, △, △, O, ×, □, ×—Invincibility
△, △, O, O, O, ×, □, ×—All Weapons

Stage Passwords

×, ×, △, □, □, ×, O, ×—Gorgon
□, ×, △, □, □, □, O, ×—Dimensional Temple
O, ×, △, □, □, O, O, ×—Floating Fortress
△, ×, △, □, □, △, O, ×—Spirit Bog
×, □, △, □, □, ×, △, ×—Canyon Village
□, □, △, □, □, □, △, ×—Creepy Caverns
O, □, △, □, □, O, △, ×—Space Ship
△, □, △, □, □, △, △, ×—Hall of Patriots
×, O, △, □, □, ×, ×, □—Graveyard
□, O, △, □, □, □, ×, □—Nuclear Mine
O, O, △, □, □, O, ×, □—Launch Center
△, O, △, □, □, △, ×, □—Ulhaden Fier
×, △, △, □, □, ×, □, □—Garrison
□, △, △, □, □, □, □, □—Inner Sanctum

SOVIET STRIKE

Stage Passwords

Campaign #1: Crimea—W O R S T C A S E
Campaign #2: Black Sea—G R A N D T H E F T
Campaign #3: Caspian—G R O Z N E Y
Campaign #4: Dracula—C H E R N O B Y L
Campaign #5: Kremlin—C I V I L W A R

Cheat Password

Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPACE JAM

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold **L1** + **L2** + **R1** + **R2** and press ×. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you change these options, you must press × to exit; if you press any other button, the changes may not be in effect.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold **L1** + **R1** and press □, □, O, O, △, ×
- Temporary invincibility—Hold **L1** + **R1** and press △, △, ×, ×, □, O
- All power-ups—Hold **L2** + **R2** and press △, O, □, ×, △, ×
- All inventory—Hold **L2** + **R2** and press ×, □, O, △, □, O
- Refill health meter—Hold **L1** + **R1** and press ×, O, △, □, ×, O
- Refill Magic—Hold **L1** + **R1** and press △, O, ×, □, △, O
- Skip current level—Hold **L1** + **R1** + **L2** + **R2** and press △, ×, □, O, O, O

SPEED RACER

Access All Cars

At the car-select screen, hold **L1** + **L2** + **R1** + **R2** + **SELECT** + **Down** and press △; now all of the cars in the game will be available.

Extra Camera Views

During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold **L1** + **L2** to race in bright daylight
- Hold **R1** + **R2** to race at night
- Hold **L1** + **L2** + **R1** + **R2** to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the **START** button and press O, □, O, □.

Hidden Messages

Also at the "globe" menu, hold the **START** button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold **START** + **SELECT** and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the **START** button and press □, △, O, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the **START** button and press O, △, △, O. Next, press **L1** + **L2** + **R1** + **R2** + **START** + **SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press △, ×, ×, O, ×, □, △, ×, △, O. Repeat whenever necessary.
- Change into a Flea—Press △, □, O, △. Repeat the same code to change back into the spider.

SPOT GOES TO HOLLYWOOD

Cheat Mode

At the title screen, press △, **Up**, **Right**, **Down**, **Left**, △, **Left**, **Down**, **Right**, **Up**, △. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press × to open the levels, return to the main menu and choose "Start" and "Continue Game", then press × at the password screen. When the stage-select screen appears, you'll find that you can access any level.

Infinite Lives

With the cheat mode activated as described above, just press **START** during the game to pause, then press □ while paused to give yourself 50 extra lives at any time.

Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the □ button and press **START**. The game's video scenes will begin to play, one after another. Press × to skip to the next video at any time.

SPYRO THE DRAGON

99 Lives

At any time during the game, press **SELECT**, □, □, □, □, □, □, O, **Up**, O, **Left**, O, **Right**, O, **START**.

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press **Left**, O, ×, **Right**, O, ×, **Down**, O, ×. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
- To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.
- To access Mara Jade, set the game's difficulty to "Jedi" and hold **L1** + **L2** + **R1** while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—× O × O × △
Medium Difficulty Level—× × △ O × △
Hard Difficulty Level—△ □ □ □ × △

STARBLADE ALPHA

Rapid Fire

At the main title Screen, press **Up**, **Up**, **Down**, **Down**, O, △, □ while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press × to access the rapid-fire laser.

STEEL REIGN

Invincibility

At the main menu, press **L2**, **L1**, **R2**, O, □, O, O, **L1**, **L2**, **L1**. You'll hear a signal to confirm; now you're invincible.

Access All Tanks

At the main menu, press **L1**, **L2**, **L1**, O, □, O, O, **L2**, **L1**, **R2**. This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons.

Secret Level

At the main menu, press **L1**, **L2**, **L1**, **L2**, **R2**, **R1**, □, O, □, □. You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the **L2** button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then □ + △ simultaneously.
M. Bison (Player 1)—Hold the **L2** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then □ + △ simultaneously.
To choose the alternate-color Bison, end the code by pressing × + O simultaneously instead of □ + △.
Akuma (Player 1)—Hold the **L2** button and press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, then □ + △ simultaneously.
Player 2—Hold the **L2** button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then □ + △ simultaneously.
To choose the alternate-color Akuma, end the code by pressing × + O simultaneously instead of □ + △.
Dan (both players)—Hold the **L2** and **R2** buttons and press △, □, ×, O, △.
To choose the alternate-color Dan, hold **L2** and **R2** and press △, O, ×, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down**, **Right**, **Right**, **Down**, **Left**, **Down**, **Left**, **Down**, **Right**, **Right**, **Right**.

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + **R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Ryu

After you beat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you beat him, Evil Ryu will be selectable in any mode.

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.

Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.

Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty level.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping □

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.

Street Fighter Alpha 2 Gold: Alternate Characters

- To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
- If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.
- To play as "Extra" Sakura (six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS ALPHA

Hidden Characters

At the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Right, Down, Right, SELECT.** You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Up, Right, Up, Right, Up, SELECT.** You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

SUPER PUZZLE FIGHTER II TURBO

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down, Down, Down, Left, Left, Left,** ○

Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down, Down, Down, Right, Right, Right,** ○

Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down,** ○

Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down,** ○

Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down,** ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down,** ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right,** ○

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left, Left,** ○

Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right, Right,** ○

Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left,** ○

SYPHON FILTER

All Weapons + Infinite Ammo

During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2 +** □ + ○ and press ×.

Stage Select

During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT +** □ and press ×.

Movie Theater

In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press ×. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.

Hard Difficulty

At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT +** □ + ○ and press ×.

Super Ammo

Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT +** □ + × (in that order). You'll hear a sound effect confirming input of the code.

T'AI FU: WRATH OF THE TIGER

Map Cheat Codes

To use the following cheat codes, you must finish at least one level of the game in order to access the map screen that appears between levels. Each of the following codes can be entered at the map screen (Note: Codes must be entered quickly):

- Level Select Debug Menu—Press **R2,** △, **R2,** △, ○, **Down,** □, to allow cheats, then press **R2,** △, **R2,** △, ○, □, **Down,** △, **Up, Right, Left, Down, Up, L1**
- Story Mode Debug Menu—Press **R2,** △, **R2,** △, ○, **Down,** □, to allow cheats, then press **R2,** △, **R2,** △, □, ○, **Down,** △, **Up, Left, Right, Down, Up, L2**
- View Credits—Press **R2,** △, **R2,** △, ○, **Down,** □, to allow cheats, then press **R2,** △, **R2,** △, **Down,** □, ○, △, **Up, Down, Left, Right, Up, R1**

In-Game Cheats

At any time during gameplay—not while paused—press **R2,** △, **R2,** △, ○, ×, □ to enable cheats; once you've received a confirming message, you can enter any of the following codes for different effects:

- Refill Chi—**R2,** △, **R2,** △, **Left, Right,** □
- Refill health—**R2,** △, **R2,** △, **Left, Right,** ○
- Nine lives—**R2,** △, **R2,** △, **Left, Right,** ×
- Temporary invincibility—**R2,** △, **R2,** △, **Left, Right, R2**
- Half Size Enemies—**R2,** △, **R2,** △, **Left, Right, Down**
- Double Size Enemies—**R2,** △, **R2,** △, **Left, Right, Up**
- All Fighting Styles—**R2,** △, **R2, Left, Right,** △

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either **Kick** button. Note: You must have earned all of these characters to perform any of the following tricks:

- Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

- Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

- *Punch-Out!!* Mode

Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

- Super Juggle Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TEMPEST X3

Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do *not* collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold **L1, R1,** △, ○, **START, SELECT** and **Up/Left** on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

- Level Skip—Hold **R1** and tap **L1,** then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.
- Trippy Mode—Hold **L2 + R1 +** △ + × and press **Up.** The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.
- .MOD Music—Hold **L2 + R1 +** △ + × and press **Right.** The music will change to the .MOD music when you start the next stage.
- Remix Music—Hold **L2 + R1 +** △ + × and press **Left.** The music will change to the remix music when you start the next stage.
- A.I. Droid—Hold **L2 + R1 +** △ + × and press **Down.** You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TEN PIN ALLEY

Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold **L1 + L2 + R1 + R2** on your controller and press △, □, ○ or ×; each button corresponds to a different taunt.

TENCHU: STEALTH ASSASSINS

Restore Health

Press **START** during the game to pause, then press **Left, Left, Down, Down,** □, □, △, □ to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold **L1** and press **Left, Left, Down, Down,** □, □, △, □.

Unlock All Secret Ninja Tools

At the item select screen, hold **R1** and press **Left, Left, Down, Down,** □, □, △, ○.

Increase Item Inventory

At the item select screen, hold **L2** and press **Left, Left, Down, Down,** □, □, △, ×.

Ayame's Sexy Armor

At the item select screen, press **Left, Left, Down, Down,** □, □, △, ○.

Enable Japanese Voice-Over

At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down,** □, □, △, ○.

Enable Enemy Layout Selection Screen

At the "Select Stage" screen, Hold **R1** and press **Left, Left, Down, Down,** □, □, △, ×.

Debug Mode

At any time during the game, press **START** to pause, then hold **L1 + R2** and press **Up,** △, **Down,** ×, **Left,** □, **Right,** ○. Next, release **L1 + R2** and press **L1, R1, L2, R2,** then press **START** to unpause. Now you can call up a programmers debug menu at any time during the game by pressing **L2 + R2.** The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TEST DRIVE 4

Secret Codes

To enter the following codes, you must first play the game until you earn a spot on the "Hi-scores" screen. (Be sure the "Checkpoints" setting is turned "on" at the "Game Options") menu. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

- Enter your name as "knacked" to access reverse tracks
- Enter your name as "whoooosh" to get a Nitro boost from honking your horn (**R2** in the default control configuration)

• Enter your name as "mjcim.rc" for tiny cars
• Enter "sausage" to gain access to several bonus cars

TEST DRIVE 5

Secret Codes

Each of the following passwords can be entered as your name at the High Score screen in order to unlock different features:

N O L I F E—Enable three bonus cars in Single Race mode
V R S I X—Enable Cop Chase mode
R O N E—Unlock all hidden cars
M T H R E E—Unlock all 30 tracks
A U X Y R A Y—Access a secret Fear Factory music video for the song "Replica"

TEST DRIVE OFF-ROAD

Bonus Cars

Enter the following codes as your name in the Player Setup screen. You will hear the name of the vehicle when done correctly.

Monster Truck—BEEFY
Hot Rod—FIFTY
4x4 Buggy—SPRINTER
Stock Car—LOWRIDER

Bonus Tracks

Enter the following codes as your name in the Player Setup screen.

Dirt Dash—FRIENDLY
Pharaoh's Curse—SANDDUNE
Sand Trap—CRAZY
Under Construction—ELITE
Snowball Express—SNOWMAN
Pipeline Way—ALLTRACK

TEST DRIVE OFF-ROAD 2

Unlock All Cars and Tracks

At the main menu, hold **SELECT** and press **L1, Left, L2, Right, L2, Left, L1, L1**.

Secret Cars

At the transmission selection screen in "Single Race" or "World Tour" mode, enter any of the following codes to play as secret vehicles:

School Bus—Hold **SELECT**, press **L1, Up, L2, Down, Down, L2, L2, R2**
Ice Cream Truck—Hold **SELECT**, press **R2, L2, L2, Down, Down, L2, L2, R1**
Black Widow Truck—Hold **SELECT**, press **R1, L2, L2, Down, Down, Up, L2, L1**

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down, Down, Right, Up, Up, Right, Up, Up, Up, Right**, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stage-select menu will appear.

THEME HOSPITAL

Level Passcodes

Level 2—X ○ □ △ △ ○ □ X
Level 3—○ ○ △ □ X △ ○ △
Level 4—□ △ ○ □ X X △ ○
Level 5—○ △ □ ○ X △ ○ □
Level 6—□ △ □ ○ X □ X ○
Level 7—□ △ △ ○ X □ △ ○
Level 8—X △ □ ○ △ ○ □ X
Level 9—△ □ X △ ○ X △ □
Level 10—○ □ X △ □ X ○ □
Level 11—△ ○ □ ○ △ □ ○ X
Level 12—○ □ X X □ ○ □ △

THEME PARK

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + X + ○ simultaneously to increase your bank balance at any time. This also gives you instant access to all of the rides and shops in the game.

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

TIME COMMANDO

Refill Energy

At any time during the game, press **START** to pause, highlight "Sound FX" at the pause menu and press X, △, △, ○, X, △, △, ○, □, □, X. Now return to the game and you'll find that your energy meter has been refilled.

Extra Lives

At any time during the game, press **START** to pause, highlight "Sound FX" at the pause menu and press △, □, ○, X, △, ○, □, X, △, □, △. Now return to the game and you'll have three extra lives.

Secret Stage

Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

TIME CRISIS

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TNN MOTOR SPORTS HARDCORE 4X4

Secret Truck

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels.

Raining Frogs

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain.

Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called *Roids*. It's a funny version of *Asteroids* in which all of the asteroids have been replaced by the heads of the game's creators.

TOCA CHAMPIONSHIP RACING

Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start over.

• Enter "J H A M M O" to unlock all tracks, including the bonus track
• Enter "P A T S C R E E M" to access "TOCA Showdown" mode from the Race Menu
• Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)
• Enter "C M S T A R S" for a starry sky background
• Enter "C M T O O N" for a cartoon background
• Enter "C M D I S C O" to get multicolored fog when the weather is set to "Foggy"
• Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain"
• Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd expect)
• Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press ○ to fire its guns)
• Enter "C M M I C R O" to play in "*Micro Machines* mode" with an overhead view
• Enter "X B O O S T M E" to greatly increase the game's speed
• Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera angle

TOMB RAIDER

Stage Skip

During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1, ○, △, L1, R2, L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1, △, R2, L2, L2, R2, ○, L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

Exploding Lara

Using the **R1** button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

All Weapons & Items

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

• All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2, R2**. Lara will scream if you've entered the code correctly.
• Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2**. Lara will say "No" if you enter the code correctly.
• All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
• Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2**. You'll hear Lara wince when you enter this code correctly.

TRAP GUNNER

Secret Codes

At the title screen, enter any of the following codes to unlock different features. You'll hear a sound to confirm each code:

Alternate background music—**○, R2, R1, △, X, □, Right, L2, L1, Up, Down, Left**
Bonus Character—**L2, L1, Up, Left, Down, Right, □, X, ○, △, R1, R2**
Alternate Costumes—**R2, R1, △, ○, X, □, Right, Down, Left, Up, L1, L2**
Extra Level—Press **SELECT** 12 times
Change Traps—**L2, R2, L1, R1, Up, △, Left, Right, □, ○, Down, X**

TREASURES OF THE DEEP

Complete Code Collection

Each of the following codes must be entered while the game is paused; just press **START** to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

• Refill air & health—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Up, Down, Left, Right, X, X**
• Infinite air—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, X, □, Up, Right, Down, Left**
• Infinite health—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, X, X**
• Max continues—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2**
• Turbo speed—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2**
• All equipment—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2**
• All weapons—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2**
• Reveal entire map—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, X, ○, X, □**
• No fines for killing endangered species—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R1, L2, L1**
• Open all doors—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, ○, △, □**
• Disable currents—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, L1, L2, R2, X**
• Extra $2,000,000 gold—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, L1, L2, R1, R2, L1, L2**
• Unlimited payload—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, Up, X, Down**
• Get Atlantis tablet piece for current stage—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L2, L1, L2, □, ○**
• Complete current mission—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, △, Down, Down, Down**
• Access all missions—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Down, Right, Up, Left, △, X**
• All missions complete—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, X, X, X, □, △, △, △, □, X, X, X**
• Overhead Camera Angle—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, □, X, □**
• Super Spear Gun—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, Up, △, Down**
• Pass Through Objects—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, □, ○, ○**
• Extra time in Shark Attack bonus stage—**Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R2, L1**

TRIPLE PLAY 2000

Secret Team

At the team select menu, press **Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right** on the D-pad. The top-secret "EA Dream Team" will appear; all of its members have weird graphic features or superhuman abilities.

Camera Control

During a game, hold **L1 + L2 + R1 + R2** and press **Right, Left, Up, Down, Right, Left**. Now you can control the camera with the D-pad and buttons to look anywhere in the stadium.

TURBO PROP RACING

Secret Codes

At the name selection screen, enter any of the following names to unlock different features. Note that all of the names that are three characters long must begin with a space.

boa—Unlock all boats
str—View all FMV sequences
day—Unlock all Day courses
nit—Unlock all Night courses
rrim—Unlock all Mirror courses
qak—Race with ducks instead of boats
frac—Unlock Fractal courses

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

○ △ □ ○ ○—Warehouse District Warfare

×□□○△—Freeway Free For All
×△□○□—River Park Rumble
×□△△△—Assault on Cyburbia
□△×○×—Rooftop Combat—The Final Battle
△×○□△—Battle with Minion
□△○□□—Secret Level: The Fight of Your Life
△_□○○—Infinite Weapons
□△×_○—Invincibility
○○△×_—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes
Each of the following codes can be entered at any time during the game (but not while paused):
Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Note: If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up**, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four **L** and **R** buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.
Homing Napalms
If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with **L1** or **R1**, then hold **L2** and press **Up, Down, Down, Left, Left, Left, Right, Right**. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.
Advanced Attacks
These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.
Napalm—**Right, Left, Up**
Freeze Burst—**Left, Right, Up**
Drop Mine—**Right, Left, Down**
Rear Attack—**Left, Right, Down**
Shield—**Up, Up, Right**
High Jump—**Up, Up, Left**
Invisibility—**Right, Down, Left, Up**
Sell Your Soul
If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.
Minion Special
To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=**R2**) and quickly press **Up, Down, Up, Up**. This only works when your Advanced Attack Energy bar is full.
Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:
Sweet Tooth—**Up, L1, △, Right**
Minion—**L1, Up, Down, Left**
Secret Stages
At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

TWISTED METAL III

God Mode
At any time during gameplay (not while paused), quickly press **Up, Down, Up, Up**, ○, **Right**, △, □, **Up, Down, L2**.
Temporary Invisibility
At any time during gameplay (not while paused), quickly press **Up, Down, Left, Right**.
Cheat Passwords
L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
○, ○, **L1, L1, START**—Play as Sweet Tooth in Tournament mode
→, →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, L1, □—Play as Minion in Tournament mode
←, ←, ←, →, →—Play as Minion in Deathmatch mode
START, START, START, START, START—Unlock memory card save option

VIEWPOINT

Invincibility
Press **START** to pause the game, then press □, ○, △, **Right, Left, Down, R1, L2, R2, L1**.
Stage Skip
Press **START** to pause the game, then press □, □, ○, ○, △, ×, □, **Up, Up, Down, Down, L1, R1, SELECT**.

VIGILANTE 8

Cheat Passwords
Choose "Options" from the main menu, then select "Game Status," press ○ to call up the passcode menu, then enter any of the following cheat codes:
W M N N W L H T S C U C L H—Unlock all secret characters and levels
M O N S T E R _ W H E E L S—Wheels are double size
S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
R E D U C E _ G R A V I T Y—Less gravity
G O _ S I G H T S E E I N G—No enemies in Arcade mode
I _ W I L L _ N O T _ D I E—Invincibility
H A R D E S T _ O F _ A L L—More difficult enemies
D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VR SPORTS POWERBOAT RACING

Secret Codes
Enter one of the following names at the "Name Entry" menu to get different effects as follows:
DEFORM—Gives the racers huge heads
LARGE—Gives the boats huge motors
COMPACT—Makes the boats super tiny
LONGONE—Makes the boats longer
SPEEEED—Makes your boat faster
HELP.ME—Turbo power-ups will be scattered throughout the course

VTENNIS

Secret Characters
At the character-select screen, highlight any character and press **L2, L2, R1, R1, R1, Down**, △, △, △, △, ×. You'll hear a kung-fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox.
To find a female secret character, access the character-select screen and highlight any player as before. This time, hold **L1, R2, Up** and □; then, while holding those buttons down, press ×. You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

WARHAWK

Special Access Codes
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects:
□□_○□×□△—Preview the Epilogues
□_○□△××□—Check the Special Upgrades
△×_○○×△□—Preview the Movies
×○○□×△○△—Kali Mode (Powered-Up Weapons)
□○□□△×△△—Thor Mode (9999 Flash Bombs)
△△○△□△△×—Infinite Weapons
○○○_×△××—*Warhawk* A-La-Mode (Infinite Weapons + Invincibility)

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**
• Swelling Head—**L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll access several secret rings.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**

WILD 9

Cheat Codes
Each of the following cheats can be entered while the game is paused:
• Red Beam—**Right, Up, Left**, ○, **Up**, ○, ○
• Restore Energy—**R1**, △, **L1, Left**, △, ○, ×
• 10 Grenades—**R1**, ×, **R1, Right**, □, **Right**, □
• 10 Missiles—×, ○, **R1, Right**, △, ×, △
• Open all Levels—**Up, Left, Down, R2, Right**, □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WIPEOUT

Secret Track
Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START**, □ and ○ and press ×. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar."
Rapier Class
If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press ×. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier class.

WIPEOUT XL

Secret Team
At the main menu, hold **L1 + R1 + SELECT** and press ×, ×, ×, ×, ○, △, □. The Piranha team will become available at the Team menu.
Access All Tracks
At the main menu, hold **L1 + R1 + SELECT** and press □, ○, △, ○, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press △, △, △, ○, ○, ○.)
Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, ×, □, ○, △, ×, □, ○.
Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, □, ○, ×, △, □, ○, ×.
Infinite Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press ×, ×, □, □, ○, ○, △.
Mini-Gun
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press □, ○, ×, □, ○, ×, △.
Passwords
Enter the following passwords to access two new Race Type options:
Challenge I—□○□△○△△○□□□△×□
Challenge II—□○□△○△×□×△△×○○
Funny Ships
Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WWF IN YOUR HOUSE

Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:
Invincibility—**R2, L1, R2, L2, R1**
Charge Combo meter with one hit—**R1, L2, R2, L2, Right**
Increase damage of each attack—**Up, Up, L1, L2, Down**
Decrease damage of each attack—**Down, Up, L2, Right, Left**
Turn off computer control of opponents—**Left, Left, Up, Down, R2**
Automatic Superpins—**Down, Down, Down, Down, L1** (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)
Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, enter the same code again.

X GAMES PRO BOARDER

Secret Passwords
×○×△△□—Unlock all normal circuits
△×□×△○—Play as Ollie B
△×□×△○—Unlock Super Circuit and extra boarders

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, ○, **L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold **SELECT** and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace
Alternate Chun-Li Costume
Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her. Chun-Li will appear in her *Street Fighter Alpha* costume.

A BUG'S LIFE

Passwords
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

BATTLE ARENA TOSHINDEN

Text Debug Mode
When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.
Boss Code
After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLETOADS IN RAGNAROK'S WORLD

Five Extra Toads
At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords
Stage 5—S T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
Hall Passwords
Stage 16—G H B 2 4 8
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D S 8 G T
Basement Passwords
Stage 31—Z 8 S 2 4 C
Stage 35—F M X X G I
Stage 40—T J X V 8 K
Stage 45—D S L 2 8 6
Treasury Passwords
Stage 46—8 C L V D J
Stage 50—? D L 8 8 9
Stage 55—R 3 L V D R
Stage 60—9 9 L 8 D H
Old Castle Password
Stage 61—6 Z L X D H

BURAI FIGHTER DELUXE

Passwords
Stage 2—H G K M
Stage 3—C P F G
Stage 4—J J C M
Stage 5—D K L F

CARROT CRAZY

Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CHOPLIFTER II

Passwords
Sector 2, Level 2—B Y M S F W R
Sector 2, Level 3—R G H T H N D
Sector 3, Level 1—G D G M P L Y
Sector 3, Level 2—T R Y H R D R
Sector 3, Level 3—S P R Y S K S
Sector 4, Level 1—C M P T R W Z
Sector 4, Level 2—C H P Y B Y S
Sector 4, Level 3—V R Y H P P Y
Sector 5, Level 1—G M B Y Q Z D
Sector 5, Level 2—L V L Y T T Z
Sector 5, Level 3—G D D Y G M Z

DONKEY KONG LAND II

47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords
Stage 2—B C D L S T
Stage 3—D C L T S B
Stage 4—L C T B S D
Stage 5—C B L S B T
Stage 6—T T S C D C
Stage 7—S D C D T S
Stage 8—B V D V S C

THE FINAL FANTASY LEGEND

Sound Test
At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test
At the title screen, hold **SELECT + B** and press **START**.

GAME & WATCH GALLERY

Reset Cartridge Memory
At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones.

GAME BOY CAMERA

Secret Game
Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and "DJ" items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.
Secret Photos
To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):
• Page B3, photo 1—Shoot at least 60 photos.
• Page B3, photo 2—Delete at least 60 photos.
• Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
• Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
• Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
• Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
• Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* minigame.
• Page B3, photo 8—Get a score of 5,000 points or more in the *Space Fever II* minigame.
• Page B4, photo 1—Get a score of 7,000 points or more in the *Space Fever II* minigame.
• Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game.
• Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
• Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
• Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
• Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.
Secret DJ Options
Each of the following tricks works in DJ mode when your character is on the screen:
• If you highlight "SE" and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note.
• If you highlight "SE" and hold the D-pad diagonally in the **Up/Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down/Right**, the music will change to a lower key.
• If you highlight "Tempo" and hold **Left** on the D-pad, the music will play in reverse.
Print DJ Music
First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.
Flip the Stamps
When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the **A** button at the right time, the stamp will remain flipped over on the screen.
Change Speed
At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing **Up** or **Down**.

GAME BOY PRINTER

Secret Message
Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GEX: ENTER THE GECKO

Password
Choose "Password" from the main menu and enter the following code:
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ ↠ ↞
↞ ↓ ↓ → ↠
This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold **B** and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead.

IRON MAN/X-O MANOWAR IN HEAVY METAL

Passwords
Stage 1—T Y C K P Q
Stage 2—T J Y P D F
Stage 3—Z X C V B M
Stage 4—K D Z C P L
Stage 5—M G H Q Z S
Stage 6—S P L H R J
Stage 7—Y P M B C K
Stage 8—S D W Z C M
Stage 9—D P W M Q Z
Stage 10—L K L P D X
Stage 11—X C S Q S S
Stage 12—M P Q P R Y
Stage 13—J K R T S C
Stage 14—D X C M G H
Stage 15—L P J K H X

JAMES BOND 007

Mini-Games
Choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" for Baccarat or "REDOG" for Red Dog.

THE KING OF FIGHTERS '95

Secret Codes
When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:
• Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
• Press **SELECT** 20 times for one additional hidden character, Nakoruru.
• If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
• If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KLAX (Game Boy Color version)

Passwords
Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed

TIPS & TRICKS Reader Art Gallery



by Michael Sauvadeau, Corona, CA



by Charles Campbell, Mill Hall, PA



by Sean Fuquay, Daphne, AL


by Jimmy Weber, Midlothian, VA

Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows
At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.
Boomerang Trick
Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

LUCKY LUKE

Passwords
Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes
Manhattan—2 7 1 0
Sewers—1 8 0 7
Aerodrome—0 3 0 9
Rooftops—2 7 0 5
Forest—3 1 0 7
Game ending—1 9 4 3
Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.
Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MORTAL KOMBAT

Play as Goro
First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words **"THE END"** to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words **"ENTER YOUR INITIALS"** appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II

Secret Character: Smoke
When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D-pad and press the **START** button to warp to a battle against the secret ninja character, Smoke.
Secret Character: Jade
Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4

Extra Credits
At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once).
3) At the third box, press **Up** twice.
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.
You'll get a message to confirm proper entry of each code:
1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MULAN

Passwords
Level 2—J S F P W
Level 3—Q G H X B

NFL BLITZ

Passwords
Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4
Secret Codes
Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

ODDWORLD ADVENTURES

Super Jump
When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.
Password
Final Level—T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords
The Wilderness—S W N G R B T S
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison 1—S L T H H R N G
The Prison 2—B N G D N S D
The Scourge—S W P N G B L W

POCAHONTAS

Passwords
Stage 2—K P G X H 4 T 8
Stage 3—C M Q Z B 6 R 1
Stage 4—J W D L F 7 K 5
Stage 5—T G N D X 3 V 9
Stage 6—H F S B D 2 M 6
Stage 7—Q Z J R L 1 W 4
Stage 8—B P X C V 7 Z 3
Colors of the Wind—S D L F T 8 G 2
Stage 9—R W H J X 9 Z 5
Stage 10—M V N G B 4 C 6
Stage 11—K C Q T D 3 W 1
Stage 12—T B P R G 5 H 8
Stage 13—Q F C M X 2 B 9
Stage 14—V D H K S 6 L 7
Stage 15—B N J H Z 1 R 9

PRINCE OF PERSIA

Passwords
Level 2—0 6 7 6 9 0 7 5
Level 3—2 8 6 1 1 0 6 5
Level 4—9 2 1 1 7 0 1 5
Level 5—8 7 0 1 9 1 0 5
Level 6—4 6 3 0 8 1 3 5
Level 7—6 5 9 0 3 1 9 5
Level 8—7 0 9 1 4 1 9 5
Level 9—6 8 8 1 3 6 8 5
Level 10—0 1 4 1 4 6 5 4
Level 11—3 2 7 1 0 7 4 4
Level 12—2 6 6 1 4 7 7 4
Battle with Jaffar—9 8 1 1 9 4 6 4
Ending—8 9 0 1 2 4 1 4

THE RUGRATS MOVIE

Passwords
Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords
Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

TARZAN (Disney version)

Passwords
Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:
• Highlight the first character of the password, press **Up** once
• Highlight the 2nd character, press **Up** twice
• Highlight the 3rd character, press **Up** six times
• Highlight the last character, press **Up** three times
Now press **START** to lock in the password.
The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 0 4 5
Jungle Legend—1 2 6 3
Go Out on a Limb—6 6 2 0
Ship Escape—5 4 3 6

TETRIS DX

Rising Pieces
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TOP GEAR POCKET

Password
Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TWOUBLE

Passwords
Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords
F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode


by Greg Ashby, Mebare, NC



by Wayne Smiley, Virginia Beach, VA


by Daniel Puebla, Hialeah, FL



by Andrew Puebla, Hialeah, FL



AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

Secret Rooms

ENTRANCE #1—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the Spot."

ENTRANCE #2—Shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

ENTRANCE #3—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quarters."

ENTRANCE #4—Shoot all 15 of the windows at the back of the hangar in Wave 2. This is one of the easiest entrances to find; there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #5—Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #6—Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #7—Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters."

ENTRANCE #8—Shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #9—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #10—Shoot the two pictures on the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

ENTRANCE #11—Shoot all of the weird pictures on the walls of the Admin Complex in Wave 4; there are 11 pictures in all. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #12—Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent."

ENTRANCE #13—Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #14—Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."

BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character. Most of them are the designers who created the game, but there are some real surprise characters, too! You'll know you've entered a code properly if you hear the announcer say, "Lights out, baby!" when you've finished entering the PIN number.

Mark Turmell—TURMEL—0322
Sal DiVita—SAL—0201
Jason Skiles—JASON—3141
Jennifer Hedrick—JENIFR—3333
Dan Thompson—DANIEL—0604
Jeff Johnson—JAPPLE—6660
John Root—ROOT—6000
Luis Mangubat—LUIS—3333
Mike Lynch—MIKE—3333
Jim Gentile—GENTIL—1111
Dan Forden—FORDEN—1111
???—VAN—1234
Headless Guy—CARLTN—1111
Thug—THUG—1111
Skull—SKULL—1111
Robotron Brain—BRAIN—1111
Demon Shinnok—SHINOK—8337
Raiden—RAIDEN—3691

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the **TURBO**, **JUMP** and **PASS** buttons followed by a joystick direction. For example, to activate the "Big Players" code (1-4-1-Right) press **TURBO** once, **JUMP** four times, **PASS** once, then point the joystick to the **Right**. A message will appear on the screen to confirm each code. Note: Codes marked with a "•" will not work in a two-player game unless both players enter the code.

Show Field Goal %—0-0-1-Down
Tournament Mode (in 2-Player game)—1-1-1-Down
• No CPU Assistance—0-1-2-Down
• Show More Field—0-2-1-Right
Big Head—2-0-0-Right
Team Big Heads—2-0-3-Right
Huge Head—0-4-0-Up
Team Big Players—1-4-1-Right
Team Tiny Players—3-1-0-Right
Big Football—0-5-0-Right
Fog On—0-3-0-Down
Thick Fog On—0-4-1-Down
Hide Receiver Name—1-0-2-Right
• No Play Selection—1-1-5-Left
No Punting—1-5-1-Up
No First Downs—2-1-0-Up
Allow Stepping Out-of-Bounds—2-1-1-Left
No Random Fumbles—4-2-3-Down
No Interceptions—3-4-4-Up
Infinite Turbo—5-1-4-Up
Fast Passes—2-5-0-Left
Powerup Blockers—3-1-2-Left
• Powerup Speed—4-0-4-Left
Powerup Defense—4-2-1-Up
Powerup Teammates—2-3-3-Up
Super Field Goals—1-2-3-Left
Super Blitzing—0-4-5-Up
Smart CPU Opponent (in 1-Player game)—3-1-4-Down

BLITZ 99

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

Brian LeBaron—GRINCH—0222
Paulo Garcia—PAULO 0517
Alex Gilliam—LEX—7777

Note: All of the "Secret Character" codes from the original *Blitz* will also work in *Blitz 99* except "VAN—1234".

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the **TURBO**, **JUMP** and **PASS** buttons followed by a joystick direction as described above for the original *Blitz*. Note: Codes marked with a "•" have no effect unless you're in a multiplayer game with two players controlling the same team.

Secret Plays—3-3-3-Down
Fast Turbo Running—0-3-2-Left
No Highlighting—3-2-1-Down
Powerup Offense—3-1-2-Up
• Always QB—2-2-2-Left
• Always Receiver—2-2-2-Right
• Cancel Always QB/Receiver—3-3-3-Up

Note: All of the match-up screen codes from the original *Blitz* will also work in *Blitz 99*.

CARNEVIL

Party Hat Mode

At the stage-select screen, choose the Haunted House stage, then pump the shotgun five times before the stage starts. This trick puts the Haunted House stage into "Party Hat Mode;" you'll see that the zombies and other characters will have crazy hats and even afros on their heads!

DAYTONA USA 2: BATTLE ON THE EDGE

Reverse Tracks

At the Circuit Selection screen, hold the **START** button and step on the accelerator.

Time Lap Mode

At the Transmission Selection screen, hold the **START** button and step on the accelerator.

GAUNTLET LEGENDS

Nude Code?

Select Player 2 (blue), enter "NUD" as your initials and "069" as your numeric password. Now choose the Valkyrie character; the Valkyrie will appear with black bars covering her eyes, chest and private parts...but no other clothing.

Play as Pojo

To play as Pojo the chicken, enter "EGG" as your initials and "911" as your numeric password.

THE HOUSE OF THE DEAD

Special Endings

• If you save all of the innocent bystanders in the game from being killed, you'll enter a secret power-up room just after the limestone cave in the final stage.

• If you finish the game with a score of 62,000 or higher, you'll see the "good" ending.

• If you finish the game with a score of under 62,000 and the last digit of your score is "0", you'll see the "bad" ending.

• If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending.

Secret Codes

Each of the following codes can be entered at the title screen which appears immediately after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the triggers on both players' guns; "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's gun:

• Player 1 plays as Super G—Left, Left, Right, Left, Left, **START**
• Player 2 plays as Super G—Right, Right, Left, Right, Right, **START**
• Both players play as Super G—Left, Right, Left, Right, Left, Right, **START**
• Player 1 plays as Sophie—Right, Left, Right, Right, Left, Left, **START**
• Player 2 plays as Sophie—Left, Right, Left, Left, Right, Right, **START**
• Both players play as Sophie—Left, Right, Right, Left, Left, Right, **START**
• To display your score on the screen during the game—Left, Left, Left, Right, Right, **START**

HYDRO THUNDER

Secret Boats

Enter any of the following codes at the boat select screen:

• Play as Armed Response—Highlight Thresher and quickly tap the **PILOT** view button three times.
• Play as Blowfish—Highlight Rad Hazard and quickly tap the **PILOT** view button three times.
• Play as Chumdinger—Highlight Razorback and quickly tap the **PILOT** view button three times.
• Play as Tinytanic—Highlight Tidal Blade and quickly tap the **PILOT** view button three times.

Secret Track

At the track selection screen, highlight the Lake Powell track and quickly tap the **PILOT** view button three times.

Time Trial

At the boat select screen—before you choose your vehicle—hold the **LOW** + **PILOT** view buttons and bring the throttle to Reverse; you'll hear a chime to confirm. Now you'll be playing in Time Trial mode with no computer-controlled opponents. This code also works in two-player mode, but only if both players enter the code.

Tournament Mode

At the boat select screen—before you choose your vehicle—hold the **HIGH** + **LOW** view buttons and bring the throttle to Reverse; you'll hear a chime to confirm. This code disables the game's "catch-up" feature. The code also works in two-player mode, but only if both players enter the code.

JOJO'S VENTURE

Secret Character: Dio

Enter the following code at the character-select screen:

1) Highlight Alessy and press **START**
2) Highlight D'Bo and press **START**
3) Highlight Chaca and press **START**
4) Highlight Milder and press **START** three times. Dio will then appear as a selectable character.

Secret Character: Dio 2

Enter the Dio code as described above, then highlight Dio and press **START** 10 times. A shadowy version of Dio will appear.

TIPS & TRICKS Reader Art Gallery



by Miles Edwards, Highlands Ranch, CO



by Paula Ngo, Antioch, CA



by Christian Soriano, Los Angeles, CA



by Derek Price, N. Las Vegas, NV

Secret Character: Young Joseph
Enter the following code at the character-select screen:
1) Highlight Jotaro and press **START**
2) Highlight Polnareff and press **START**
3) Highlight Joseph and press **START**
4) Highlight Kakyoin and press **START**
5) Highlight Iggi and press **START**
6) Highlight Avdol and press **START**
7) Highlight Joseph, press the **START** button and continue to hold it down. After a few seconds, Young Joseph will appear.

MARVEL VS. CAPCOM

Secret Characters
The following codes can be input at the character-select screen. Choosing a standard fighter before a secret character can affect the codes.

• Red Venom—Highlight Chun-Li, then press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up**. Red Venom should appear directly above Chun-Li.

• Orange Hulk—Highlight Chun-Li, then press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up**. Orange Hulk should appear directly above Ryu.

• Shadow Lady—Highlight Morrigan, then press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down**. Shadow Lady should appear below Gambit.

• Roll—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right**. Roll will appear to the right of Mega Man.

• Gold War Machine—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up**. Gold War Machine should appear just above Zangief.

• Evil Morrigan—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down**. Evil Morrigan should appear just below War Machine.

NBA SHOWTIME: NBA ON NBC

Create Player Secrets
• When cycling through the different "heads" in Create Player mode, highlight the horse and press the joystick **Up** or **Down** to change it into a white horse.

• Also at the Create Player "Heads" menu, highlight any of the female characters and press the joystick **Up** or **Down** to toggle between normal uniforms and shorter, tighter outfits with exposed belly buttons.

Court Select Codes
To choose which court you'd like to play on, hold the following buttons immediately after selecting your players at the "Choose Team" screen:
Team 1 (Left) court—Hold **Up + TURBO**
Team 2 (Right) court—Hold **Down + TURBO**
Street court—Hold **Left + TURBO**
Island court—Hold **Right + TURBO**
Midway court—Hold **Up + SHOOT + PASS**
NBC court—Hold **Down + SHOOT + PASS**
If you're holding the appropriate buttons down before the "Choose Team" screen disappears, you'll hear a chime to confirm the code and the court you chose will appear.

Match-Up Screen Codes
At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction on the joystick; the numbers represent the number of times you need to push each button (from left to right) to change the symbols at the bottom of the screen, then "lock in" the code with the joystick. For example: To enter the "Swamp Fog On" code, press the **TURBO** button once, the **SHOOT** button twice, the **PASS** button three times, then press the joystick to the **Right**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect.
0-0-1-Down—Show shot %
1-1-1-Down—Tournament mode (No powerups allowed)
1-0-0-Down—Show hotspot
2-0-1-Up—No hotspots (teams must agree)
1-2-3-Up—Fog on (outdoors only)
1-2-3-Down—Thick fog on (outdoors only)
1-2-3-Right—Swamp fog on (outdoors only)
1-2-3-Left—Night fog on (outdoors only)
1-2-1-Left—Snow (outdoors only)
1-3-1-Left—Blizzard (outdoors only)
1-4-1-Left—Rainy days (outdoors only)
2-0-0-Right—Big head
2-3-2-Right—ABA ball
3-3-1-Left—No replays
4-0-0-Right—Team uniform (teams must agree)
4-0-1-Right—Midway uniform
4-1-0-Right—Home uniform
4-2-0-Right—Away uniform
4-3-0-Right—Alternate uniform
4-4-4-Up—No tip-off

Secret Characters
Enter these initials and PIN numbers to unlock secret characters with hidden attributes at the start of a game.
BRIDE 1935—The Bride of Frankenstein
FRANK 1931—Frankenstein's Monster
MUMMY 1932—The Mummy
CREATR 1954—Creature from the Black Lagoon
WOLFMN 1941—The Wolfman
PINTO 1966—Pinto (brown horse)
HORSE 1966—Horse (white)
SMALLS 0856—Small alien
BIGGY 0958—Big alien
NIKKO 6666—Nikko the Devil Dog
CRISPY 2084—Clown
JACKO 1031—Pumpkin
THEWIZ 1136—Wizard
THEREF 7777—Referee
OLDMAN 2001—Grandpa
TURMEL 0322—Mark Turmell
SAL 0201—Sal DiVita
JASON 3141—Jason Skiles
JENIFR 3333—Jennifer Hedrick
JENIFR 1111—Jennifer Hedrick (alternate uniform)
DANIEL 0604—Daniel Thompson
JAPPLE 6660—Jeff Johnson
ROOT 6000—John Root
GATSON 1111—Rob Gatson
GUIDO 6765—Mark Guidarelli
E GEER 1105—Eugene Geer
MATT G 1006—Matt Gilmore
TIMMYB 3314—Tim Bryant
GENTIL 1228—Jim Gentile
JONHEY 8823—Jon Hey
ELOFF 2181—Andy Eloff
LYNCH 3333—Mike Lynch
PAULO 0517—Paulo Garcia
GRINCH 0222—Brian LeBaron
LEX 0014—Alex Gilliam
DIMI 0619—Jim Tianis
DAVE 1104—Dave Grossman
TIMCRP 6666—Tim Moran
STRAT 2112—Larry Wotman
CMSVID 0000—Chris Skrundz
BETHAN 1111—Beth Smukowski
STENTR 0269—Paul Martin
LIPTAK 0114—Shawn Liptak
THOMAS 1111—Isiah Thomas
TIMK 7785—Tim Kitzrow
WIL 0101—Willie Morris
CUTLER 1111—Greg Cutler
CHAD 0628—Chad Edmunds
KERRI 0220—Kerri Hoskins
KERRI 1111—Kerri Hoskins (alternate uniform)
LIA 0712—Lia Montelongo
LIA 1111—Lia Montelongo (alternate uniform)
RETRO 1970—Retro Rob
HAWK 0322—Hawk (Atlanta Hawks mascot)
BENNY 0503—Benny (Chicago Bulls mascot)
HORNET 1105—Hugo (Charlotte Hornets mascot)
ROCKY 0201—Rocky (Denver Nuggets mascot)
TURBO 1111—Turbo (Houston Rockets mascot)
BOOMER 0604—Boomer (Indiana Pacers mascot)
CRUNCH 0503—Crunch (Minnesota Timberwolves mascot)
SLY 6765—Sly (New Jersey Nets mascot)
GORILA 0314—The Gorilla (Phoenix Suns mascot)
SASQUA 7785—Sasquatch (Seattle Sonics mascot)
RAPTOR 1020—The Raptor (Toronto Raptors mascot)
BEAR 1228—Bear (Utah Jazz mascot)

NBA Player Codes
Just like the secret characters, you can enter codes to play as any of the NBA players in the game. Enter the first three letters of their team's city as the name and their jersey number as the PIN. The exceptions to this rule are the New Jersey Nets (NJN), New York Knicks (NYK), L.A. Clippers (LAC) and L.A. Lakers (LAL). This allows you to mix and match "all-star" teams; for example, if you want to put Houston's Scottie Pippen back on the Bulls where he belongs, just enter the name "HOU", the PIN number 33 and choose the Bulls as your team; Scottie will even appear in a Bulls uniform.

STREET FIGHTER III: SECOND IMPACT

Play as Akuma
Highlight Ryu at the character select screen. Press **Down, Down, Up** on the joystick. Press **Left** to highlight Ken and press **Up, Up, Down**. Go **Right** to highlight Ryu and press **Up**. Go **Left** again to highlight Ken and press **Down**. Now go **Left** until you reach Sean. At Sean press **Down, Down, Up, Down, Up, Up, Up**. Akuma will appear as a selectable character above Sean.

STREET FIGHTER ALPHA 3

"Dramatic Battle" Mode
After you add your credits to the game, hold all three Kick buttons and press **START**. Choose your character normally; when the game begins, you will be teamed up with a randomly-selected computer-controlled fighter in a series of six two-on-one battles. Note: This is a "time release" trick which will only work if the machine has been installed at your local arcade for several months. Watch the game in demo mode and note the color of the background when the high score tables appear; if the background is blue, the "Dramatic Battle" mode should be available.

Secret Character: Juni
Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:
• Highlight Charlie or Rolento and press **Left** to reveal a random select box. At the random select box, hold **Left** and press any button.
• Highlight Sagat or Gen and press **Right** to reveal a random select box. At the random select box, hold **Right** and press any button.

Secret Character: Juli
Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:
• Highlight the random select box next to Charlie or Sagat. At the random select box, hold **Up** and press any button.
• Highlight the random select box next to Rolento or Gen. At the random select box, hold **Down** and press any button.

Secret Character: Balrog
Highlight Karin at the character-select screen for at least three seconds, then highlight any random select box, hold **START** and press any button.

"Classic" Mode
Hold Jab Punch and Short Kick before you put your money into the machine. Press **START**, then select a character while continuing to hold Jab Punch and Short Kick. This code gives every opponent a low Guard Meter and makes it easier to get your opponent dizzy.

"Mega Damage" Mode
Hold Strong Punch and Forward Kick before you put your money into the machine. Press **START**, then select a character while continuing to hold Strong Punch and Forward Kick. This code gives you and your opponent double damage on all moves. You will see a meter at the bottom of your life bar that says "on" and you will have to win two rounds to beat an opponent while he or she only has to win one.

"No ISM" Mode
Hold Fierce Punch and Roundhouse Kick before you put your money into the machine. Press **START**, then select a character while continuing to hold Fierce Punch and Roundhouse Kick. This code disables your Guard Meter and gives you "X" mode strength.

X-MEN VS. STREET FIGHTER

Play as Akuma
At the character-select screen, highlight Magneto, Juggernaut, Dhalsim or M. Bison and press **Up**; Akuma's picture box will appear.

Play as Alpha Chun-Li
At the character-select screen, highlight Chun-Li, hold the **START** button and press any action button to choose Chun-Li in her *Street Fighter Alpha* costume.

Random Select
Hold the joystick diagonally in the **Up/Left** (↖) or **Up/Right** (↗) direction for three seconds. The cursor will cycle through the different characters; just press an action button to choose one. Note: If you pick a character, then use the random select feature for your second character, the cursor will skip the first fighter you chose. However, you can use the *Alpha* Chun-Li code to create a team of two Chun-Lis as follows: Choose the *Alpha* Chun-Li as described above, then use the random select trick and press a button at the exact moment when the cursor passes over Chun-Li. You'll get the *XSF* Chun-Li teamed up with the *Alpha* version. They look different, but they have the same moves.



by Sunni Armstrong, Fairbanks, AK


by Denis Korol, Lake Zurich, IL


by Jesse Shannon Jr., Asbury Park, NJ


by Jason Brown, Miami, FL


by Daniel Shular, Mt. Carmel, IL



Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

Castrol Honda Superbike Racing

8002BB8A-2400—Always low timer
80026234-C000 + 80026236-0C07 + 801F0000-0002 + 801F0002-1E40 + 801F0004-0000 + 801F0006-2401 + 801F0008-0003 + 801F000A-2421 + 801F000C-0008 + 801F000E-03E0 + 801F0010-0144 + 801F0012-A201—Start on Lap 3

Lunar Silver Star Story Complete

801DBFFC-0001 + 801DBFFE-0000—1 Exp. To Next Level (Alex)
801DC1BC-0001 + 801DC1BE-0000—1 Exp. To Next Level (Ghaleon)
801DC07C-0001 + 801DC07E-0000—1 Exp. To Next Level (Jessica)
801DC0FC-0001 + 801DC0FE-0000—1 Exp. To Next Level (Kyle)
801DC1FC-0001 + 801DC1FE-0000—1 Exp. To Next Level (Laike)
801DC13C-0001 + 801DC13E-0000—1 Exp. To Next Level (Luna)
801DC0BC-0001 + 801DC0BE-0000—1 Exp. To Next Level (Mia)
801DC03C-0001 + 801DC03E-0000—1 Exp. To Next Level (Nash)
801DC17C-0001 + 801DC17E-0000—1 Exp. To Next Level (Ramus)
80030660-0055—Infinite health in battle (all characters)
801DBFC0-03E7—Infinite HP (Alex)
801DC180-03E7—Infinite HP (Ghaleon)
801DC040-03E7—Infinite HP (Jessica)
801DC0C0-03E7—Infinite HP (Kyle)
801DC1C0-03E7—Infinite HP (Laike)
801DC100-03E7—Infinite HP (Luna)
801DC080-03E7—Infinite HP (Mia)
801DC000-03E7—Infinite HP (Nash)
801DC140-03E7—Infinite HP (Ramus)
8002E7E6-2400—Infinite magic in battle (all characters)
801DC37C-967F + 801DC37E-0098—Infinite money
801DBFC4-03E7—Infinite MP (Alex)
801DC184-03E7—Infinite MP (Ghaleon)
801DC044-03E7—Infinite MP (Jessica)
801DC0C4-03E7—Infinite MP (Kyle)
801DC1C4-03E7—Infinite MP (Laike)
801DC104-03E7—Infinite MP (Luna)
801DC084-03E7—Infinite MP (Mia)
801DC004-03E7—Infinite MP (Nash)
801DC144-03E7—Infinite MP (Ramus)
301DBFD2-00FF—Max. # Attack (Alex)
301DC192-00FF—Max. # Attack (Ghaleon)
301DC052-00FF—Max. # Attack (Jessica)
301DC0D2-00FF—Max. # Attack (Kyle)
301DC1D2-00FF—Max. # Attack (Laike)
301DC112-00FF—Max. # Attack (Luna)
301DC092-00FF—Max. # Attack (Mia)
301DC012-00FF—Max. # Attack (Nash)
301DC152-00FF—Max. # Attack (Ramus)
801DBFCC-03E7—Max. Agility (Alex)
801DC18C-03E7—Max. Agility (Ghaleon)
801DC04C-03E7—Max. Agility (Jessica)
801DC0CC-03E7—Max. Agility (Kyle)
801DC1CC-03E7—Max. Agility (Laike)
801DC10C-03E7—Max. Agility (Luna)
801DC08C-03E7—Max. Agility (Mia)
801DC00C-03E7—Max. Agility (Nash)
801DC14C-03E7—Max. Agility (Ramus)
801DBFC8-03E7—Max. Attack (Alex)
801DC188-03E7—Max. Attack (Ghaleon)
801DC048-03E7—Max. Attack (Jessica)
801DC0C8-03E7—Max. Attack (Kyle)
801DC1C8-03E7—Max. Attack (Laike)
801DC108-03E7—Max. Attack (Luna)
801DC088-03E7—Max. Attack (Mia)
801DC008-03E7—Max. Attack (Nash)
801DC148-03E7—Max. Attack (Ramus)
801DBFCA-03E7—Max. Defense (Alex)
801DC18A-03E7—Max. Defense (Ghaleon)
801DC04A-03E7—Max. Defense (Jessica)
801DC0CA-03E7—Max. Defense (Kyle)
801DC1CA-03E7—Max. Defense (Laike)
801DC10A-03E7—Max. Defense (Luna)
801DC08A-03E7—Max. Defense (Mia)
801DC00A-03E7—Max. Defense (Nash)
801DC14A-03E7—Max. Defense (Ramus)
801DBFC2-03E7—Max. HP (Alex)
801DC182-03E7—Max. HP (Ghaleon)
801DC042-03E7—Max. HP (Jessica)
801DC0C2-03E7—Max. HP (Kyle)
801DC1C2-03E7—Max. HP (Laike)
801DC102-03E7—Max. HP (Luna)
801DC082-03E7—Max. HP (Mia)
801DC002-03E7—Max. HP (Nash)
801DC142-03E7—Max. HP (Ramus)
301DBFDD-00FF—Max. Luck (Alex)
301DC19D-00FF—Max. Luck (Ghaleon)
301DC05D-00FF—Max. Luck (Jessica)
301DC0DD-00FF—Max. Luck (Kyle)
301DC1DD-00FF—Max. Luck (Laike)
301DC11D-00FF—Max. Luck (Luna)
301DC09D-00FF—Max. Luck (Mia)
301DC01D-00FF—Max. Luck (Nash)
301DC15D-00FF—Max. Luck (Ramus)
801DBFD0-03E7—Max. Magic Energy (Alex)
801DC190-03E7—Max. Magic Energy (Ghaleon)
801DC050-03E7—Max. Magic Energy (Jessica)
801DC0D0-03E7—Max. Magic Energy (Kyle)
801DC1D0-03E7—Max. Magic Energy (Laike)
801DC110-03E7—Max. Magic Energy (Luna)
801DC090-03E7—Max. Magic Energy (Mia)
801DC010-03E7—Max. Magic Energy (Nash)
801DC150-03E7—Max. Magic Energy (Ramus)
801DBFC6-03E7—Max. MP (Alex)
801DC186-03E7—Max. MP (Ghaleon)
801DC046-03E7—Max. MP (Jessica)
801DC0C6-03E7—Max. MP (Kyle)
801DC1C6-03E7—Max. MP (Laike)
801DC106-03E7—Max. MP (Luna)
801DC086-03E7—Max. MP (Mia)
801DC006-03E7—Max. MP (Nash)
801DC146-03E7—Max. MP (Ramus)
301DBFD3-00FF—Max. Range (Alex)
301DC193-00FF—Max. Range (Ghaleon)
301DC053-00FF—Max. Range (Jessica)
301DC0D3-00FF—Max. Range (Kyle)
301DC1D3-00FF—Max. Range (Laike)
301DC113-00FF—Max. Range (Luna)
301DC093-00FF—Max. Range (Mia)
301DC013-00FF—Max. Range (Nash)
301DC153-00FF—Max. Range (Ramus)
801DBFCE-03E7—Max. Wisdom (Alex)
801DC18E-03E7—Max. Wisdom (Ghaleon)
801DC04E-03E7—Max. Wisdom (Jessica)
801DC0CE-03E7—Max. Wisdom (Kyle)
801DC1CE-03E7—Max. Wisdom (Laike)
801DC10E-03E7—Max. Wisdom (Luna)
801DC08E-03E7—Max. Wisdom (Mia)
801DC00E-03E7—Max. Wisdom (Nash)
801DC14E-03E7—Max. Wisdom (Ramus)

Shadow Madness

8010B602-03E7 + 8010B604-03E7—Infinite HP (Clementt)
8010B5C4-03E7 + 8010B5C6-03E7—Infinite HP (Harv-5)
8010B50A-03E7 + 8010B50C-03E7—Infinite HP (Jirina)
8010B586-03E7 + 8010B588-03E7—Infinite HP (Stinger)
8010B4CC-03E7 + 8010B4CE-03E7—Infinite HP (Windleaf)
8010B548-03E7 + 8010B54A-03E7—Infinite HP (Xero)
8010B606-03E7 + 8010B608-03E7—Infinite MP (Clementt)
8010B5C8-03E7 + 8010B5CA-03E7—Infinite MP (Harv-5)
8010B50E-03E7 + 8010B510-03E7—Infinite MP (Jirina)
8010B58A-03E7 + 8010B58C-03E7—Infinite MP (Stinger)
8010B4D0-03E7 + 8010B4D2-03E7—Infinite MP (Windleaf)
8010B54C-03E7 + 8010B54E-03E7—Infinite MP (Xero)

Nintendo 64

A Bug's Life

811E1A26-0000—All enemies killed
811E1A28-0020—Always have super jump
801E1A3A-000F—Have all FLIK letters
811E1A2E-0004—Infinite health
801E1A38-0009—Infinite lives
801E1A39-0032—Max. grain
811E1A2E-0003—Start with Goldberry
81099150-000F—Unlock all levels

Chameleon Twist 2

8016451A-00FE—All costumes
80164519-007E—Have six carrots
8018BA7D-000F—Infinite health
80164501-0063—Max. collectable items

Superman

8122CDE8-42C8—Infinite Freezing Breath
8122CDD4-42C8—Infinite Health
8122CDE4-42C8—Infinite Laser Eye
8122CDDC-42C8—Infinite Running Boosts
8122CDE0-42C8—Infinite X-Ray Vision

1999 Midwest Regional *Street Fighter* Championships

Special Report

by Jason Wilson



Nearly 100 competitors packed into Capcom's Super Just Games arcade in Northbrook, Illinois on June 26 and 27, 1999 to compete in the 1999 Midwest Regional *Street Fighter* Championships! The main event, *Street Fighter Alpha 3*, drew a qualifying round of 56 players, from which the top two players in each eight-man bracket qualified for Sunday's finals. There was also a 32-man double-elimination bracket for SF Alpha 3; the top two players in this bracket qualified for Sunday's finals as well. Players took 20-hour bus rides from New York, 24-hour car trips from Miami and planes from as far away as California to attend this tournament!

The majority of players seemed to come from the Detroit, Michigan and Omaha, Nebraska regions. However, it seemed as if no one could stop New York City's Eddie Lee from taking home over $400 in cash, a Super Nova home arcade system, a Sony PlayStation, three PlayStation games, two deluxe Capcom marquees and a one-year subscription to *Tips & Tricks* magazine for winning the *Street Fighter Alpha 3* tournament! Lee played a flawless V-Sodom and V-Karin throughout, losing only three matches in the entire tournament. Fifteen free pizzas were distributed to the contestants on Saturday, along with free play most of the day on all the *Street Fighter* games. Some of the more memorable highlights included:

- 15-year-old Ari Weintraub from Northbrook, Illinois proving that he could compete with any player in the country at *Street Fighter Alpha 3*...
- A man named Moose Moose from Detroit, Michigan yelling and screaming every time he lost...
- An Omaha, Nebraska player who shouted, "Shoryuken, Shoryuken!" whenever Ken did an uppercut move, and...
- A player from Indiana who brought a little stuffed Pikachu doll with him, resting it on the game's control panel to bring him good luck and/or put a hex on his opponent!

Congratulations to all of the winners of the tournaments listed below. Special thanks go to Wes, Kevin and Jayson at Super Just Games, and to Joe Jennings and Scott Hovhannassian for helping to run a smooth, efficient tournament!

Street Fighter Alpha 3 Qualifiers

1st—Eddie Lee, Queens, NY
2nd—Allan Chow, Edison, NJ
3rd—Henry Cen, New York, NY
4th—Arturo Sanchez, New York, NY
5th (tie)—Jason Wilson, *Tips & Tricks*
5th (tie)—Wes Truelson, Minneapolis, MN
7th (tie)—Nelson Santamaria, Miami Lakes, FL
7th (tie)—Jessie Howard, Minneapolis, MN
9th (tie)—Alex Navarro, Hialeah, FL
9th (tie)—Jack Lin, Naperville, IL
9th (tie)—Jim Sejas, Oceanside, CA
9th (tie)—Joe Jennings, Tucson, AZ
13th (tie)—Chad Moria, Detroit, MI
13th (tie)—Antonio Carmona, Racine, WI
13th (tie)—Johan Palacios, Miami, FL
13th (tie)—Mike Golden, Highland, IN
Note: Domingo Ayala of Addison, IL was replaced by Johan Palacios for the finals.





Street Fighter III: 3rd Strike

1st Place—Henry Cen, New York, NY
2nd Place—Eddie Lee, Queens, NY
3rd Place—Datrick Orr, Omaha, NE
4th Place—Jason Wilson, *Tips & Tricks*





Players anxiously await their turn at one of the tournament's three *Alpha 3* machines.



Look, everyone! Behind you! It's Pamela Lee! Over here! Hey, guys, over here!



Would it intimidate you if your opponent's stuffed Pikachu stared at you for the entire match?



Miami players Nelson Santamaria and Alex Navarro compete for a spot in the finals.



Street Fighter Alpha 2

1st Place—Eddie Lee, Queens, NY
2nd Place—Jason Wilson, *Tips & Tricks*
3rd Place—Joe Jennings, Tucson,AZ
4th Place—Wes Truelson, Minneapolis,MN



Super Street Fighter II Turbo

1st Place—Jessie Howard, Minneapolis, MN
2nd Place—Seth Killian, Champaign, IL
3rd Place—Wes Truelson, Minneapolis, MN
4th Place—Jin Choi, Omaha, NE



Street Fighter III: 2nd Impact

1st Place—Eddie Lee, Queens, NY
2nd Place—Henry Cen, New York, NY
3rd Place—Adam Hernandez, Chicago, IL
4th Place—Lamel Watson, Omaha, NE





TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

GRAND PRIX GOLF-O-RAMA

1605 NW 1st Place. • Dania, FL 33004 • (954) 253-1464

GAME	HI SCORE	NAME
Daytona 2 (Beginner)	2:15'87	Daniel Rodriguez
Street Fighter III: 3rd Strike	15 wins	Victor Olivares
Street Fighter Alpha 3	21 wins	Angel Mateo
Street Fighter Alpha 3	17 wins	Nelson Santamaria
Bass Fishing	20 lbs 6 oz	DAN
Hyper Drive (Orbital Speedway)	2:10'67	Unknown
Crazy Taxi	$5,244.00	Daniel Rodriguez

FUN-O-RAMA

7795 W. Flagler Street #5 • Miami, FL 33144 • (305) 266-8867

GAME	HI SCORE	NAME
Crazy Taxi	1st Place	Peluca
Star Wars Arcade	1st Place	JIM
Street Fighter III: 3rd Strike	1st Place	Shadow
Hydro Thunder (Lost Island)	1:37'29	Peluca
South Park (pinball)	1st Place	JEK
NBA Showtime (Highest win %)	1.000	PEL
Time Crisis II	1st Place	MEL
The House of the Dead II	1st Place	TAF
Daytona USA 2 (Beginner)	1st Place	UNO
Street Fighter Alpha 3	1st Place	CPS

FUN-N-GAMES

3005 Charleston Center • Charleston, WV 25389 • (304) 342-1573

GAME	HI SCORE	NAME
Hydro Thunder (Lost Island)	1:39'86	PMJ
Hydro Thunder (Venice Canals)	1:45'99	316
Hydro Thunder (Thunder park)	1:44'82	217
Hydro Thunder (Arctic Circle)	1:45'99	316
Hydro Thunder (Lake Powell)	1:57'18	PMJ
Demolition Man (pinball)	8,765,555	PMJ

FAMILY FUN ZONE

1133 Los Angeles Ave. • Simi Valley, CA 93065• (805) 527-3546

GAME	HI SCORE	NAME
Ms. Pac-Man	233,840	Unknown
Jr. Pac-Man	475,860	DAN
R-Type	346,800	Jason Wilson
Street Fighter Alpha 3	1,865,700	CPS
Street Fighter III: 3rd Strike	22 wins	Jason Wilson
Street Fighter III: 2nd Impact	17 wins	Mike Parker
Double Dragon	56,800	GLE
Cadash (Mage)	Finished	DDD
Street Fighter II Hyper Fighting	1,100,400	VEG

SHATTO 39 LANES

3255 W. 4th Street • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Street Fighter 3: 2nd Impact	9,999,900	J.R
Street Fighter 3: 3rd Strike	6,000,000	J.R
Street Fighter 3: 2nd Impact	82 wins	Adolfo
Street Fighter 3: 3rd Strike	75 wins	George
Marvel VS Capcom	2,190,100	Marcos
Street Fighter Alpha 3	2,275,600	Moro
Blitz 99 (Winning Streak)	243	CLM
Gauntlet Legends (Archer)	Level 99 x 9	J.R
Attack from Mars (pinball)	200,245,263,590	Rick
Gauntlet Legends (Archer)	Level 99 x 9	CHM

SEGA CITY

31 Fortune Dr, #302 • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Racing Jam II (Circuit Bank)	2:33'250	Craig Kasala
Racing Jam II (Circuit Night)	2:45'892	Richard Tri
Hydro Thunder (Arctic Circle)	1:51'56	MRS
Hydro Thunder (Lost Island)	1:41'18	TOK
Time Crisis II (solo)	1,096,070	JSC
Time Crisis II (co-op)	1,454,580	A.K & B. K
Daytona USA 2 (Beginner)	2:15'68	Greg Profeta
Daytona USA 2 (Advanced)	3:07'13	DEZ
Star Wars Trilogy	2,843,600	RBV
The House of the Dead	96,600	Ottis Pittman

METROPOLIS

72-840 Hwy. 111, Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	3,435,016	Robert Weber
Road Burners (Island of Man)	3:29'14	BKO
Street Fighter Alpha 3	2,978,300	Bob Tan
Crazy Taxi	$8000	OGU
Rival Schools: United by Fate	2,553,200	MAS
Hydro Thunder (Venice Canns)	1:37'39	Bob Tan
Puzz Loop	1,125,780	Jon Turner
Street Fighter III: 3rd Strike	1,468,300	Bob Tan
Giga Wing	2,954,296,261,700	Alex Landeros
Street Fighter EX 2+	1,088,300	Bob Martin

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

Puzzle Me, Inc.
"We Make You Think..."

Win the new Sega Dreamcast system!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 500 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast!; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, $1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					
		E				
P	I	N	C	H	W	MYSTERY WORD
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND.....R	PRESS.....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($3.00) Computer Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name _____ **Age** _____

Address _____

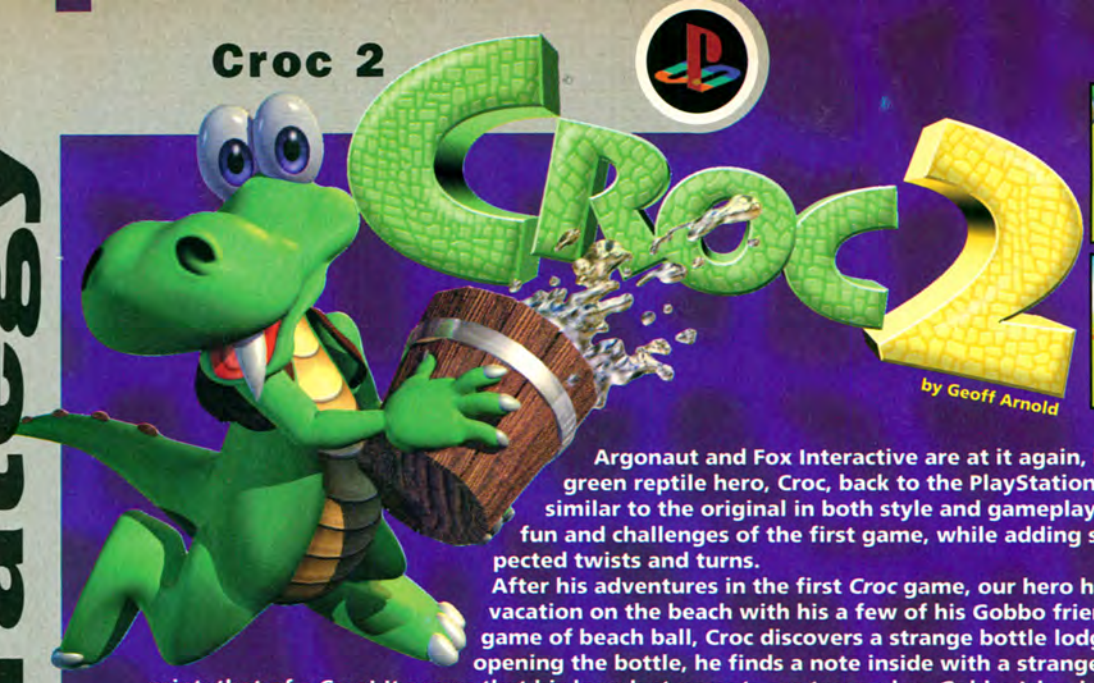
City _____ **State** _____ **Zip** _____

SEND CHECK, MONEY ORDER TO:
PUZZLE ME, P.O. BOX 9315
PORTLAND, OR 97207-9315

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY OCT. 2nd, 1999 • ENTRY FEE MUST BE INCLUDED Only one entry per person. You must be under 30 years old to win. Employees of Puzzle Me and its suppliers are ineligible. Judges decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Winners determined no later than 2/28/00. You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1417 SW 10th Av #314, Portland, OR 97201. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest.© 1999 Puzzle Me, Inc.

Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

Croc 2





by Geoff Arnold

Argonaut and Fox Interactive are at it again, bringing their little green reptile hero, Croc, back to the PlayStation for round 2. Very similar to the original in both style and gameplay, *Croc 2* retains the fun and challenges of the first game, while adding some more unexpected twists and turns.

After his adventures in the first *Croc* game, our hero has decided to take a vacation on the beach with his a few of his Gobbo friends. During a heated game of beach ball, Croc discovers a strange bottle lodged in the sand. After opening the bottle, he finds a note inside with a strange but familiar footprint: that of a Croc! It seems that his long-lost parents are trapped on Gobbo Island and they can't escape without help. As Croc sets off in search of his parents, he doesn't know that the evil Dantinis are plotting to resurrect an evil creature and unbeknownst to him, Croc will be the savior that the Gobbos have been hoping for!

Controls

If you played the first *Croc* game, you may be surprised at how the controls feel in the sequel. Most importantly, there's no easy way to turn and face a different direction without moving from where you stand, so you should practice working with turns and camera positioning early on in order to avoid problems later.

Tail Attack

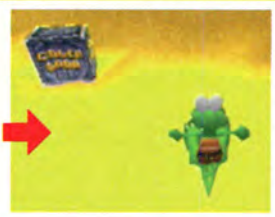
Croc's standard attack throughout the game; this is your main weapon. Croc swings his tail in a wide arc, discouraging enemies from attacking. Can be done on the ground or while jumping.





Croc Smash

Croc jumps in the air, then plummets down to earth crashing tail-first. Good to stomp some baddies, along with breaking crates to find Diamonds.



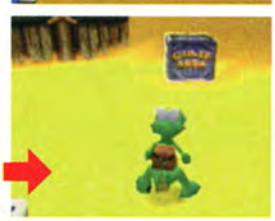
Jump

The other necessity in the game; it is essential that you learn and master the Croc jump in order to reach unknown areas. The longer the button is held, the higher Croc jumps.



Sidestep

Pressing the **L1** or **R1** button will allow Croc to sidestep, which is necessary when trying to line yourself up to make a jump or get good positioning to view the surrounding areas.



Croc 'N Roll

By pressing **L1** + **R1** simultaneously, Croc performs a diving roll. Use this to make long jumps to far obstacles.



Super Jump

Jump in the air and press ✕ to do a Croc Smash—but hold the button instead of releasing it. Croc will soar to new heights with this move!



Items

There are many items to be found in the domain of the Gobbo, and most of them will help Croc in one way or another.

Diamond

Found in every stage and in plentiful numbers, Diamonds are the unit of currency throughout the adventure; they can also be used to give you your life back. Diamonds can be gathered and used to trade for necessary items at Swap Meet Pete's General Store. There are 100 Diamonds in each level. When you get all 100, your Heart Meter will be filled to its capacity.



Colored Diamond

There are five colored Diamonds on each stage. Collect them all to get the chance to earn a Trophy and enter the Trophy Stage. Collect all the trophies in each level to unlock the Trophy Door.



Gummi Savers



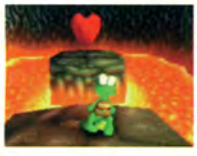

Gummi Savers aren't just fun to eat—they actually help Croc in certain situations. There are three Gummi Savers in all: purple, green, and blue. Tossing a Gummi Saver into a certain area in a stage results in Croc being able to reach ledges or areas he can't normally jump to. Always bring some Gummi Savers along in your adventures!

Heart Pot



Croc gains the ability to take another hit, or gain an extra life. Although they can be purchased at Pete's General Store, it is much easier to look around and find these hidden throughout the land. They may be in a stage or just found by walking around, so look carefully! You can carry a maximum of nine Heart Pots.

Heart



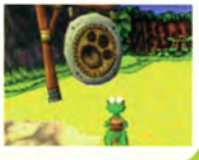
Used to refill your Heart Pot, hearts are found on every stage, so you should look for these valuable items everywhere.

Robot Gobbo




Purchased at Pete's General Store, these little robots will come in handy. Whenever you see a tree stump on the ground with a "robot" design on it, place one of these robots here and control them to collect Diamonds, colored Diamonds, or even hearts and Heart Pots.

Croc Gong



After Croc rings these with his tail, he is able to continue here after falling into lava, spikes, acid or even after losing a life.

Sailor Village





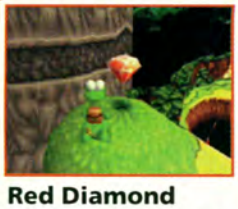

After Croc is catapulted from the beach, he lands right in the middle of Sailor Village. As the starting point of Croc's adventure, the levels here are relatively easy and are meant for learning how to control and maneuver Croc. Before attempting to beat any level, be sure to smash the first crate and pick up the "Magic Eye Zoomers," which will enable Croc to get a better look at his surroundings. Before beginning your adventure, make a point to stop by the Gobbo that resides near a big tree. By doing what he tells you to do, you will be rewarded with a Heart Pot, which will increase your life by one heart. Finally, pay a visit to the Gobbo that is jumping on the trampoline. Get on the trampoline and do a super jump to get 100 Diamonds! Although you can do the levels in any order, the game sets them up in a certain prescribed sequence and it is easiest to accomplish them this way.



Level 1 Find the Key! Save the Gobbo!

Required Items:
Blue Gummi, Toy Gobbo

Begin the level by getting as many Diamonds as you can. Use your tail whip to get rid of any Dantinis and head for the first unbreakable crate. Push the crate forward, use it to jump onto the tree, grab the Red Diamond and go to the small mountain on the left and inside the cave. Carefully jump across the two platforms (note: these platforms break away after jumping on them, so use caution), taking care not to get hit by the swinging Dantinis. Grab the Blue Diamond and the Heart, then head back outside. Follow the path through the mountains, grab the Purple Diamond, walk across the first bridge and lay down your robot Gobbo. Carefully maneuver it on the inside track to reach the Heart. Next, head up and around the tree and into the second cave. Grab the balloon, pause a second, then drop below to grab the Blue Diamond. Jump across the next two platforms and land on the other side. Grab the key, walk over to the blue Gummi Saver ring, lay down your Gummi Saver and collect the Yellow Diamond. Exit the cave, grab the Heart, free the Gobbo and exit the stage.



Red Diamond
Push crate to get on top of tree



Green Diamond
Inside first cave, past two swinging Dantinis, jump across lava



Purple Diamond
After walkway through spikes, on top of a crate



Blue Diamond
In the second cave, on top of crate by three Dantinis



Yellow Diamond
In the second cave, use blue Gummi Saver to jump up to ledge

Level 2 Find Three Lost Treasure Cheats

Required Items:
Blue Gummi



Red Diamond
Right track, before last cart in hallway (jump to get it)



Green Diamond
Left track, first tunnel (jump to get it)



Purple Diamond
Left track, third tunnel (jump to get it)



Blue Diamond
Middle track, elevating cart (jump to get it)



Yellow Diamond
Right track, near end, use Blue Gummi to get it



Although there are four treasure chests, you only need to collect three to finish the stage. As you enter, you'll see that there are three mine carts here, each headed in a different direction. Take the left mine car first. Right after the first turn, jump to get the Green Diamond, then continue on to the next room. Jump across the boxes (note: the boxes sink and explode, so be careful!) and jump across to the other side. Grab the first treasure chest here. Take the cart to the next room, walk across the small walkway by the lava and jump on the moving platform. Take the platform to the top, then walk around the small basin to the other side. Open the second treasure chest here, then jump on the next platform and ride it down. Take the next path to the left, get on the cart and look for the Purple Diamond sitting on the track right before the exit. You should now be back at the entrance. Take the right track this time and ride the cart to the next room. Here you must carefully swing from platform to platform, hitting the Dantinis with your tail to get them to fall off of the ropes. Once across, a Gobbo here tells you to jump on the see-saw and he will reach the third treasure chest. Open the third chest and take the cart to the next room. Walk across the platform to the other side and jump underneath the light to grab the Red Diamond. In the next room, use your Blue Gummi to reach the platform where the Yellow Diamond lies. Grab it, take the cart out of the cavern, and exit the stage.

Level 3 Croc vs. Dantini Boat Race

Required Items:
None



Red Diamond
Secret path behind waterfall

Green Diamond
Left side of track in big turn, just before dock

Purple Diamond
Right side of track just before finish line

Blue Diamond
Right side of track in cave

Yellow Diamond
Left side of track, just after water wheel

A chance for Croc to cool off and enjoy some of the non-perilous stages of the island. Take your jet boat and race the Dantinis to the finish! Be sure to pick up the Colored Diamonds on the way to earn the trophy. Take the secret path behind the waterfall to collect the Red Diamond and to jump into first place early. Complete three laps and finish in 1st place to complete the stage. Easy Diamond cheat: Go back to this stage after you finish it; each time you race and finish first, you will be rewarded with 100 Diamonds!

Level 4 Save the Bird from the Thief

Required Items:
Blue Gummi, Green Gummi, Toy Gobbo

The key to this level is patience. Although the Dantini in the jail outfit is much faster than Croc, he will only run a small distance before stopping to wait for you, taunting you by shaking his tail at you. Take your time on each new room, paying close attention to walking across any logs or other narrow pathways. Also be careful in the room with the collapsible boxes. They stay together just a tad longer than the exploding boxes, but can still drop you into the scalding lava below. When you first enter, take the time to pick up the Red Diamond on the platform before entering the next room. Follow the Thief across the narrow stone bridge, hit the gong and continue to follow him across the log and around the corner. Follow him across the pits and up the bridge into the next room. Continue to chase him around the two large trees and up the bridge into the next cavern. Make your way through this room to the third set of collapsible boxes and jump down to the platform below. Use your Blue Gummi here and catapult yourself up to the Purple Diamond. Exit the room and use your Green Gummi here to reach a spot where you can use your Toy Gobbo. Maneuver the Toy Gobbo across the walkway to reach the Green Diamond and a Heart Pot. Continue chasing the Thief until you reach the end. He will then attack you, so just swipe your tail at him and take him out. Before you ring the gong, grab the Yellow Diamond behind it and get the trophy!



Red Diamond
Enter first cave, take the path to the right, sitting on path

Green Diamond
Near end; use Toy Gobbo to reach

Purple Diamond
Bottom of collapsible box room on right side; use Blue Gummi to reach ledge

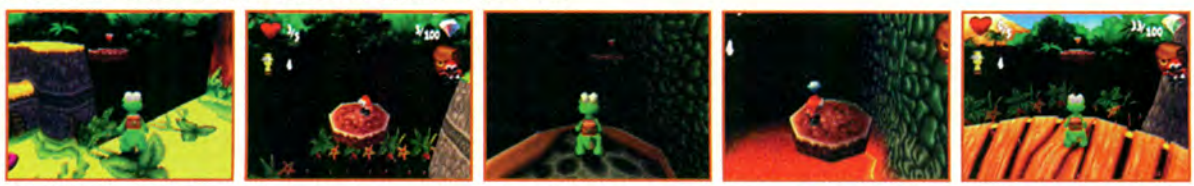
Blue Diamond
Just before the second Hippo, by a tree on the left

Yellow Diamond
Behind the Croc Gong at the end of the stage

Level 5 Get the Gobbo's Sandwich

Required Items:
Green Gummi, Toy Gobbo

This level is very straightforward, with a few tricky jumps on the way to the sandwich. As you enter the stage and your path splits, go into the left cave first. You can pick up the Green Diamond by throwing your Gobbo across the chasm. Go to the right cave now and follow it until you reach a place where you have to travel hand-over-hand across the ceiling. As the first platform starts to go up, jump off and land on top of it instead of hanging from it. This will enable you to reach the Heart and the Purple Diamond at the top of the platforms. When you get to a long rope bridge, fall off the side of the bridge and land below. Deploy your Toy Gobbo and grab as many Diamonds as you can, ending the bonus stage by grabbing a Heart. In the next room, smash the crate and jump across the breaking platforms, then on to the broken boxes. Land on the other side, grab the Blue Diamond, hit the gong and continue on. Go out on the bridge and grab the Yellow Diamond, then jump across the platform and into the next room. Jump up and scale your way across the ceiling to get the key, then turn around and use the key to unlock a box. Break the box and scale again across the ceiling, heading to the platforms on the right.



Red Diamond
At the end, on the cliff, throw Gobbo across

Green Diamond
Left cave, throw Gobbo across chasm

Purple Diamond
Light cave, top of platforms in corner, throw Gobbo across

Blue Diamond
Right cave, near top, throw Gobbo across chasm

Yellow Diamond
Just after Blue Diamond, on bridge, throw Gobbo across

Level 6 Sailor Tribe Secret Mine

Required Items: None

By now you should have the five Trophies located in Sailor Village; if so, the Trophy Door should open, allowing you to enter this secret stage. As you enter, you see a golden piece of the Puzzle taunting you from the locked cage, with seemingly no way to go but up. Hop on the mine cart and ride it all the way to the top. When you get off the mine cart, there is a small cave to your immediate right...or you can continue around to your left and hop on another car. Hop on the mine cart and ride it down. When you finish riding the cart, head to your right and down the tunnel into a small room where the key, a Heart and a Diamond crate are stashed. Grab the goodies, leave the cave and get back on the cart, riding it to the top. Now return to the previous mine cart—but take the cave entrance instead. After passing through a small room, you will be given the choice of either going left or right. Since going right is a dead end, take the left path until it splits again. From here you have two choices. Going left will result in taking you back to the beginning of the level where the Puzzle piece is, or you can go right which leads to a much-needed Heart. Simply touch the cage and the golden piece is yours!





Level 7 Soveena the Squid

Required Items: None

The only way to damage Soveena—let alone beat him—is to grab the explosives handed to you by the Gobbo and throw them at him, causing them to explode and inflict damage on the ugly crustacean. The easiest method is to jump on the right crate, then jump to the left barrel and onto the middle barrel. This lines you up perfectly to get a shot at Soveena. Simply grab two more boxes of explosives and finish him off—but be careful to avoid the barrels that Soveena throws at you. After three hits, Soveena is defeated.





BOSS Cannon Boat Keith

Required Items: None

To destroy Cannon Boat Keith, you must fire cannonballs at him, three in all. Each time a cannonball is fired, the cannon changes position. Shoot him from the middle cannon first, then the left one, then the right. When shooting from the left and right cannons, be careful to avoid the skeletons that creep out of the ground. After three shots, Cannon Boat Keith is history and you are free to move on to the next world.







Cossack Village

After defeating Cannon Boat Keith, Croc travels to Swap Meet Pete's General Store and is whisked away to this land. A frozen arctic tundra with many perilous stages, Cossack Village seems like a desolate place for the Gobbo to live. Near Pete's Shop, there is a Gobbo who is looking for the final parts for his snowman. Look for the nose by the train station, the two arms next to the two large trees across the frozen river and the hat by the entrance after the arms have been found. Find them all and receive 100 Diamonds for your trouble.

Level 1 Save the Ice Trapped Gobbos!

Required Items: Purple Gummi, Toy Gobbo

The object of this stage is to free the trapped Gobbos in various areas in the stage. While you are trying to do this, you will have to push a block of TNT throughout the stage until you reach the end. Why, you ask? The answer is simple. The exit door is buried under snow which can only be melted with a keg of TNT. From the beginning, go right across the bridge, grab the Yellow Diamond, use your Purple Gummi and grab the Red Diamond, then go across the bridge by the TNT. Once across the bridge, look for a small patch of ice on the ground. Smash through it and into the cave below. Make your way up to the Gobbo and free him, then head back out. When the Gobbo is freed, push the ice block with the TNT across the bridge. As you enter the mountain pass, look for another ice patch leading to a subterranean cave on the left. When you enter this cave, stand on the highest right crate and drop below to grab the Blue Diamond. Now free the Gobbo on the ledge and exit the cave. After the Gobbo chops down the tree, push the ice block across and onto the next platform. Use your toy Gobbo here and maneuver it around the tree, across the bridge and to the left to get the Green Diamond. Once across the spinning platform, crash through another patch of ice to enter yet another cave. The Gobbo will stop the bridge from spinning, allowing you to push the ice block over. In this next room, there will be a keg of TNT sitting on top of the crates. Grab it, throw it at the wall where the trapped Gobbo is and stand back while it explodes. Walk over by the elevator witch, then jump on the ice block to wait for the ride. Push the ice block out of the door. When the TNT keg is free, grab it and run across the bridge. Throw it at the snow-covered tunnel and leave the stage.





Red Diamond
Near Yellow Diamond, use Purple Gummi to jump to high ledge



Green Diamond
Near end, use Toy Gobbo to reach



Purple Diamond
Directly above a crate in the first underground cave, super-jump to reach it



Blue Diamond
Second subterranean cave, located on a platform



Yellow Diamond
Near beginning of stage, push block here and jump

PlayStation strategy

Level 2 It's Just Snowball Madness!

Required Items: None



Red Diamond
Hill just at the end of the first track



Green Diamond
Cliff near end of wooden track



Purple Diamond
Upper path, in circle



Blue Diamond
Lower path, on basin



Yellow Diamond
Near the end, on square cliff



Croc takes on the task of rolling a giant snowman's head to the end of the stage here. As soon as the course starts, roll straight down the track, off the edge and up the hill to get the Red Diamond. Next, take the wooden track to the other side of the mountain and collect the Green Diamond on the cliff. As you roll along the cliff here, be wary of pesky Dantinis shooting frost at you as you roll by. After the third Dantini you will see a gong floating overhead. Hit it and head for the fork in the road. Take the upper path first, which will lead you to a Heart and a Purple Diamond. Grab these and head back down the slope. Take the opposite fork and get your fingers ready! As soon as you pass the track where the snowballs roll down and hit you, hang an immediate right and aim for the bottom path. When you get to the bottom, you will be rewarded with a Heart and a Blue Diamond. Roll back up to the top and continue rolling straight from the point of origin on the original track. Look for another gong, head up the path to another wooden track, then grab the final Yellow Diamond. After completing the bonus track for the trophy, take the long thin road to the end of the stage and place the snowman's head on his body.

Level 3 Hang Glider Valley

Required Items: None



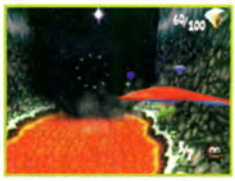
Red Diamond
Left of the floating island, just after beginning



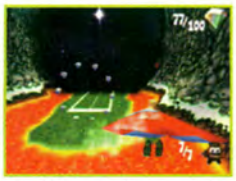
Green Diamond
Right side of track, just after Red Diamond



Purple Diamond
Left side of track, after fifth Gobbo



Blue Diamond
Right side of track, just after Purple Diamond



Yellow Diamond
Right side of track, near end



Croc sprouts wings as he takes to the air in a hang glider in this stage. Rescue all the trapped Gobbos here by flying into them. Free all seven Gobbos to complete the stage. There is also another easy Diamond cheat here. Just complete the stage as many times as you like to receive 100 Diamonds for every completion.



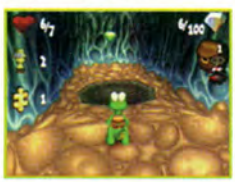
Level 4 Chase the Choo Choo Train

Required Items: Blue Gummi, Toy Gobbo

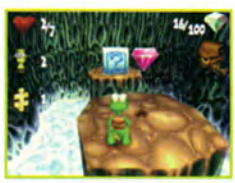
From the beginning, follow the tracks straight first to where a platform lies with a Blue Gummi on the right side. Grab the Red Diamond here, then head down the tunnel, taking out the Dantinis on the way. Stop in this next room and pick up the Green Diamond, located on the far wall behind an iron press. Jump up to the top and head through the tunnel into the next room, then outside. Be cautious as you fly down the mountain path; it's easy to slip off or get hit by an avalanche. Go in through the next room, break the crate to get the ice platforms to appear and jump across to pick up the Purple Diamond. Travel through the next few rooms until you come to a place where you can deploy your Toy Gobbo. Use the Gobbo to grab two Hearts, then continue on. Run down another mountainside path filled with terror and make your way back inside. While going through this room, grab the Blue Diamond off to the right on the platform, then keep going down the path. In the last part of the room, there's a Heart on top of a platform. Grab it if you need it and continue on to where the Yellow Diamond is encased. Stand on top of the cage, then super-jump and head left down the tunnel to get the key. Grab the trophy, then exit the room to the north and hit the switch.



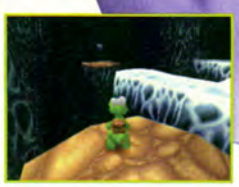
Red Diamond
Near start, use Blue Gummi to reach it



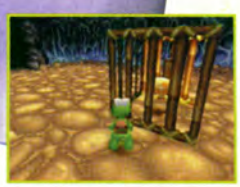
Green Diamond
Second cave, behind giant metal plunger



Purple Diamond
Cave after mountain pass, break crate to get platforms, jump across platforms



Blue Diamond
On platform after second mountain pass



Yellow Diamond
Third cave (need key to acquire)

Level 5 Kaboom! It's Roger Red Ant

Required Items:
Blue Gummi, Toy Gobbo



Red Diamond
Section 2, left tunnel, across from captured Gobbo



Green Diamond
Section 1, left tunnel on crate off to the left after first fuse



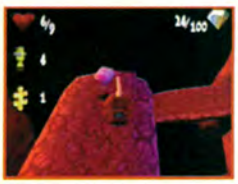
Purple Diamond
Section 3, immediate left of entrance (use Toy Gobbo to retrieve)



Blue Diamond
Section 2, ledge above entrance



Yellow Diamond
Section 3, middle of bridge







By far the most annoying and difficult stage thus far, this is like six levels all in one. There are three sections, each containing two mini-challenges by the infamous Roger himself. In most of the mini-stages, you will be required to carry a keg of TNT through various obstacles in order to reach a door. Behind each door is a trapped Gobbo waiting to be rescued before Roger blows it to bits. As you begin section 1, you'll have a choice of two paths; the right path is quicker and easier, but both need to be completed before the door will open to section 2. On the right path: Jump up the platforms, whack the Dantini and head through the door. Roger is waiting here for you. Take the keg of TNT, run down the hallway, jump across the chasm using the box in the middle and throw the keg at the door. Go through the door, jumping carefully across the exploding boxes to the other side, then jump on the crate with the Gobbo to rescue him. Jump across the other crates to the other side and jump in the giant ant hole. The left path is basically the same until you walk through the blown-up door. When you enter this room you smash each timer before it explodes, killing the poor Gobbo strapped to the explosive at the top of the stage. As soon as you enter, jump across the chasm, avoiding the Dantini in front of you. Head around the corner to the right and you will see the first detonator off to your left. Smash it and head back down the path, ignoring the Green Diamond sitting on the crate to the left. At the end of the walkway you will find detonator #2. Smash that one as well, then turn around and head for the floating platform just off to your left. Ride the platform up, once again avoiding the Dantini in front of you. Make a sharp right turn and follow the pathway until it ends for detonator #3. Immediately make a U-turn and take your first left to the next rising platform. When the platform stops, make a quick left and hit the final detonator to stop the countdown. Turn 180° and follow the path until you see the Gobbo on top of the box waiting to be rescued. Save him, then keep running down the path until you reach a spot where part of the walkway will drop you down directly in front of the crate with the Green Diamond. Grab it and return to the top of the stage. Since the previous platform is no longer here, you must stand at the edge of the path and super-jump up to it. Continue on and jump in the giant ant hole, leading you back to section 1. Walk through the now-open door to section 2. When you enter, ring the gong to your left, then jump on top of the gong and super-jump up to the ledge above. Grab the Heart and the Blue Diamond, then jump back down. The mini-challenges in here are a bit more difficult, so be prepared. On the right path: Jump up the platforms, take out the Dantini and grab the TNT after Roger challenges you. Run down the tunnel (but carefully; just as the path turns left there is a pit of lava that must be jumped in order to proceed). Jump the lava and run into the next room. This room has three platforms and two swinging fireballs. Time your jumps to avoid being hit by the fireballs, then run down the tunnel into the next room. One more surprise: There is another lava pit on the way to the door, so jump carefully! Blow up the door and walk through to the next room. This next part is easy. Jump on the Croc-guided platform and simply sail across to the other side, avoiding the steam jets, freeing the Gobbo and going down into the ant hole. The left path is similar, but instead of fireballs you'll face giant rolling barrels. After the third barrel you'll reach a platform that has a captured Gobbo on one side and the Red Diamond on the other. Grab both and jump in the ant hole, then through the large door to section 3.



As you enter section 3, look behind you to the left for a place to use your Toy Gobbo. Use the Gobbo to grab the Purple Diamond. Jump up the two platforms next, then grab the last Diamond—the Yellow one—to get the last trophy in Cossack Village. Both paths here are basically the same; you have to chase a fuse and outrun it before it lights the explosives underneath a poor Gobbo. On the left path: Note that the camera view tends to switch here, so stay a bit behind the fuse to avoid this. There are two lava pits in the tunnel that require expertly timed jumps to cross. As you exit the tunnel, immediately make a right, jump across the two small rocks to the other side and make your way across the windy walkway to reach the Gobbo. The right path is a bit easier. Beat the fuse in a flat out race to where the floating boxes and platforms are. This will give you enough time to take a quick breath in between jumps. Leap across the boxes, rescue the Gobbo on the other side and jump down the ant hole. Walk through the last door for the final confrontation with Roger. As you walk into the last room, Roger is delighted to see that you have fallen into his trap—only to find that the Gobbos have turned the tables on him. Better luck next time, Roger!

BOSS Lava Lamp Larry

Required Items:
None

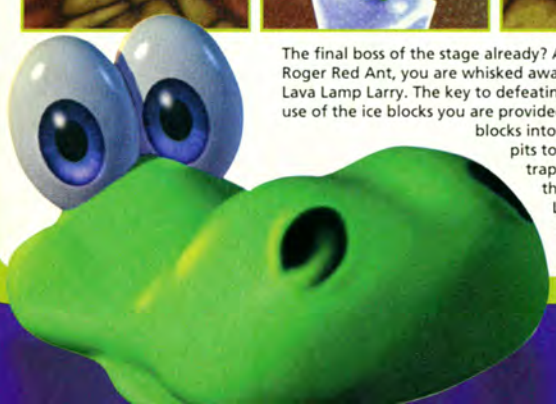












The final boss of the stage already? As soon as you beat Roger Red Ant, you are whisked away to do battle with Lava Lamp Larry. The key to defeating him is the proper use of the ice blocks you are provided with. Push the ice blocks into each of Larry's lava pits to freeze them, thus trapping Larry beneath the ice. Occasionally Larry will throw hot coals at you; if one of these coals strikes your ice block, the block will melt and leave a small ice cube behind. When this happens, simply grab the ice cube and toss it into one of the lava pits. You must use two smaller ice cubes to gain the same effect as a large block. You can tell how many you have thrown in by the steam number coming out of the pit. If it says "2," you need to throw in two more. If there's a "1," only one more ice cube is needed to seal the pit. When all the pits are frozen over, the king Gobbo will be released from his frozen prison.

PlayStation strategy

Level 7 Cossack Secret Ice Cap

Required Items:
None

By now you should have enough trophies to enter the Trophy room in this world. When you enter, just follow the path, avoiding the bouncing barrels of TNT that hurtle toward you. Entering the small mountain pass, be wary of sudden avalanche activity. Jump up to each mesa *very* carefully, using the breakaway ice platforms provided for you. At the summit, walk through the door and into the next area. Scale up the right bridge first, jumping over any TNT barrels. Whack the Dantini at the midpoint with your tail and jump across the platforms to reach a crate. Break the crate and head back to the left island. Jump across the platforms, grab the key and head back to the middle island. Unlock the cage and grab a piece of the puzzle!

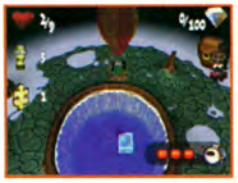


Level 8 Flavio the Thermal Fish

Required Items:
None







Flavio looks a lot tougher than he actually is. You will probably take more damage from inappropriately piloting your hot air balloon than you will from Flavio himself. To avoid his water blasts, simply keep moving in a large circle; he will have a hard time tracking you. Ice cubes will randomly appear on the ground, which you can use as weapons. Descend, pick up an ice cube and drop it on the large fish. When he gets hit, Flavio will then dive underwater to defend himself. While he is below the surface, grab another ice cube and drop it into the water to freeze it. Do this three times to defeat him. When you are done with this last level, head to Pete's General store. He will then whisk you off to the next stage, the Caveman Village.

- Easy Diamond/Life Refill—Whenever you are running low on Hearts or Diamonds, take a trip back here and pay a little visit to Flavio. By far the easiest way to regain Hearts, Flavio's stage takes only minutes to defeat and awards full Hearts and 100 Diamonds for your trouble.

Caveman Village



After defeating Lava Lamp Larry and visiting Swap Meet Pete, you are whisked off to this "land before time." It might take a while to find your way around the Caveman Village. Take some time to explore before entering any level and study the lay of the land. On the bank near the molten river of lava, a Gobbo informs you that today is Ginger Soda Day. However, you are told that the Gobbo who delivers the soda hasn't shown up today, but that ginger soda can be made in the village cauldron if all the ingredients can be found. The ingredients are scattered throughout the village. From Pete's store, head left through the small pass and look at the end of the long hut sitting here for the fizz. From here, head back toward Pete's, up the ramp, across the river of lava, to the right past "Stonehenge" and down the small hill to the valley below. Look for the sugar at the bottom of the ramp. Go back up the ramp, straight past "Stonehenge" through a small corridor and down a small hill. Look in the water just left of the cauldron for a bucket. Take them back to the Gobbo by the molten river for 100 Diamonds. Just left of Pete's, you will notice a Gobbo with a wrench. Apparently the Dantinis stole his wheels for his race car and he needs your help to get them back.

Level 1 Find the Wheels in the Jungle!

Required Items:
Blue Gummi x2, Toy Gobbo



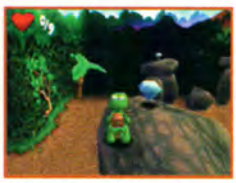
Red Diamond
First inner cave; swing on vine inside small cave through tunnel



Green Diamond
First locked door, on platform



Purple Diamond
Just after gong on left, use Blue Gummi, on crate



Blue Diamond
After Purple Diamond, on top of slab in large "Stonehenge"



Yellow Diamond
Next to second stone wheel, on top of stone slab

From the entrance, go straight ahead across the lava, up the wall, around to the left and across the bridge into the inner cave. Once inside, carefully jump across the lava pit, then out onto the walkway where a key is suspended at the end of the higher walkway. Jump up and grab the ceiling, making your way to where the key is. Grab the key and return to the ledge where you jumped across to get on the platform. Stand here and super-jump up to the top platform. Walk across the walkway, jump down onto the stone platform, swing across the vine, run through the tunnel into the small cave and grab the Red Diamond. You can also use your Toy Gobbo here to pick up some Diamonds and a Heart if need be. Now head back out of the cave, cross the bridge and open the locked door at the other side. When you enter, make your way across the long bridge and grab the first wheel located on top of a small stone mesa, then walk through the door. Once you enter, break the platform crate, allowing you to safely cross the lava to the other side. If you are running low on hearts at this point, you can use your Blue Gummi on the left to elevate yourself to a higher platform and grab a Heart. To the right you will see a swinging vine. Grab the vine, swing across to the platform, jump up and grab the ceiling, then scale your way over to the Green Diamond. Grab the Diamond, swing back across using the vine and walk over to the rock sitting at the edge of the wall. Super-jump off the rock and up to the next platform. Run past the locked door on your right and take the door in front of you which will take you outside. When you enter, look to your immediate left for a save gong, then jump across the lava and look just left of the giant skeleton. Use your second Blue Gummi here. Jump up to the next platform and grab the Red Diamond sitting on top of the crate. Jump down, go past the skeleton and jump on the dinosaurs' heads to reach the other side of the lava river. Run past the Dantini dinosaurs here and head for the circle of rocks in the middle of the stage. As the path ends, you will notice that there is a tall rock just to the right. Super-jump onto the rock, then super-jump again to get on top of one of the "Stonehenge" rocks to reach the Blue Diamond. Grab the Diamond, jump down, grab the key, then head back to the inside of the last cavern and open the locked door. Once you're outside again, cross the long bridge and grab the second stone wheel, then super-jump off of the stone platform onto the higher left platform. The Yellow Diamond sits here. Grab it, get the trophy and walk through the door. You will find yourself at the beginning of the stage; just run for the exit.



Level 2 Find the Wheels in the Mine!

Required Items:
Toy Gobbo, Green Gummi



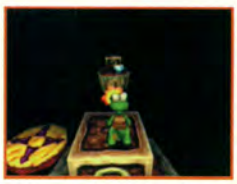
Red Diamond
Use Toy Gobbo



Green Diamond
Just after first wheel, use Green Gummi



Purple Diamond
Dantini on mine cart, throw switch, go on track and jump



Blue Diamond
Near end of stage, use floating platform to reach



Yellow Diamond
Second Dantini on mine cart, on track

This mine stage is a bit trickier than the last one. You now have to watch for imperfections in the track as well as looking for the Colored Diamonds and the last two stone wheels. After you jump on the mine cart, take the right track at the railroad crossing to avoid falling off. The right track is imperfect, however, so once you get on it, hold **Left**, then **Right**. You must jump as the cart ends the last turn to avoid shooting into the lava. Use your Toy Gobbo next to pick up the Red Diamond and a Heart in the bonus stage. When you enter the next part, you will see the third wheel encased in glass. The only way to break the glass is by using the TNT cases supplied on the platforms opposite the conveyor belts. Push the wheel off, jump across the conveyor belt, grab a box of TNT, jump across to the last platform and wait for the wheel to come to you. A well-timed toss of the TNT crate and the glass case that contains the wheel will weaken. Go back up to the top until the wheel falls back down onto the conveyor belt, grab another case of TNT, hit the glass case again and the wheel will be freed. After you jump off the last conveyor belt, use your Green Gummi to catapult Croc up to the higher ledge. Grab the Green Diamond and head through the door.

In this next part, barrels of TNT will be bouncing down the conveyor belts while you try to climb them. Carefully make your way up the two belts, then jump on the mine cart at the end of the last belt. Hold the joystick to the **Right** to avoid falling off the track. There is a Dantini riding around on a mine cart here; you'll have to avoid him if you don't want to take any damage. First, run down the conveyor belt and grab the Heart. Next, jump onto the track, then walk out onto the center platform where a switch lies. Hit the switch and you will be able to walk freely along the track to where the Purple Diamond is. Grab it, head around the track and follow it around to the right side parallel to the conveyor belt. The Dantini has crashed through the wall here, allowing you entrance into the next cave.

It seems that the Dantini is stuck in this next room and is riding around on the track as well. Go straight from the entrance, jump across the two conveyor belts and hit the switch. This will cause the track to reconfigure, allowing you access to the wheel. Next, go out onto the track where the Dantini is. Carefully avoiding his revolutions, make your way over to the swinging rope. Swing across, hit the switch, swing back and follow the track to where the wheel was. Grab the wheel, follow the track to where it ends and jump down onto the ground below. In the last room, jump on the platform (avoiding the swinging flames), grab the Blue Diamond in the middle and grab the Trophy at the end on the ledge. Jump on the last mine cart here, hold **Left**, then **Right**, then **Right** again. Next you will have to jump twice; finally, hold **Left** and ride the track out until you reach the end of the stage.

Level 3 Race Day at Goldrock

Required Items:
None



Red Diamond
After Green Diamond, in pile of bones on left side of track



Green Diamond
Right past river on right side of track



Purple Diamond
Just after starting line, on right side of track



Blue Diamond
Just before finish line, middle of track



Yellow Diamond
Just after Purple Diamond, after track curves, on right side of track

This is a simple track; there's no real trick to getting first place. Simply avoid crashing into the walls and grab the Colored Diamonds when it's convenient. Take the inside corners to catch up to the first-place Dantini, then pass him on the third and final lap to take first place.

Level 4 Climb the Devil's Tower

Required Items:
Toy Gobbo, Green Gummi



Red Diamond
Inside third cave, on platform surrounded by lava



Green Diamond
Inside first cave, on ledge (jump across moving platform)



Purple Diamond
Fourth cave, down on bottom ledge by green walkway



Blue Diamond
By Red Diamond (use Toy Gobbo to reach)



Yellow Diamond
Fifth cave, jump across three breaking platforms to reach

The king's pet mammoth has wandered up the tower and it's up to Croc to save him. From the beginning, follow the path straight across the bridge, past the giant skeleton and up the wall into the inner cave. Along the way you will see a stack of three cavemen who sit on top of each other while spinning and swinging a bat. Jump over the bat and attack in the air as you fall, landing on the cavemen and squashing them. Keep moving; they will get right back on their feet and attack again within seconds! When you enter the cave, jump across the moving platform all the way to left onto a ledge where the Green Diamond is. Grab it, hop back on the platform, ride it down to the end and jump off. Run past the Dantini and back outside. Climb up the wall on the left and follow the mammoth around into the next cavern. Grab all the Diamonds here, exit the cave and go through the entrance to the third cavern. Once inside, jump across the two platforms, carefully making your way around the cavemen and across to the other side where there's a gong. From here you can see where the Red Diamond is sitting across the lava. Go up through the tunnel and smash the platform crate. This will put platforms below you so you can jump across to reach it. Grab the Diamond, run back up the hallway and use your Toy Gobbo just before the exit to reach the Blue Diamond. Now that you are outside again, you will see a big stone obelisk just outside of the entrance. Super-jump up onto this, then jump on the bridge in front of you. Turn to your left and go inside the fourth cave. Jump up onto the green walkway and follow it to the end until you reach a crumbling platform. Jump down to the bottom and grab the Purple Diamond. Go back to the exit, leave, then walk on the bridge until you reach a fork. Since you can't

go left from here, take the right bridge and enter the fifth cave. Just inside to your left, you will see a set of three platforms. Jump across these to the ledge on the other side to grab the Yellow Diamond. Grab the trophy and head out of this cave using the opposite exit. Run across the bridge, climb up two walls and head inside the next cave. Run down the long hallway and touch the mammoth to exit.

Level 5 Venus Fly Von-Trappe

Required Items: None



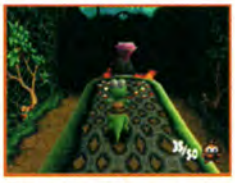


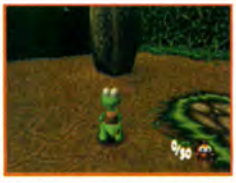

The sub-boss of this level is Venus Fly Von-Trappe. In order to actually battle Venus, there is a small level that needs to be completed first. The level is quite small and surprisingly to the point. Simply follow the path, swinging through the mouths of giant Venus fly traps, then through the inner caves, avoiding the skeletal Dantinis the wait for Croc inside. Once you get to Venus himself, you will need to walk up to the giant fly trap, grab one of the boulders that lie next to him and make your way back up the ramp to the top. Time your toss so that the boulder starts to roll as Venus opens his mouth. When the boulder hits Venus, he will then spit out a Gobbo. Walk down to the bottom and pick up the Gobbo, then grab another rock and repeat the process two more times; Venus will be defeated.

Level 6 Save 50 Trapped Gobbos!

Required Items: Blue Gummi, Toy Gobbo







Red Diamond
Use Toy Gobbo in center of small pool of water

Green Diamond
After second pool of water, use Blue Gummi to reach

Purple Diamond
On top of green walkway by the key and a Heart

Blue Diamond
First left path, after ring of fire surrounding three Gobbos, on top of rock

Yellow Diamond
Near first pool of water, on top of giant rock

Yikes! 50 Gobbos! This level might take you some time to pass, but be patient. This stage is where the final Trophy lies. From the entrance, you have a choice of going left or straight. Since the flame wall ahead is too menacing, head left first. Take out the fire-toting Dantini on the way, and ignore the Gobbos and the fires until you hit a small pool of water. Jump into the pool and Croc will gain the ability to extinguish fires! Since you can only carry four buckets of water at once, you will need to revisit pools like this in order to save all the Gobbos. Extinguish all the fires around you and save all the trapped Gobbos. Once you rescue them, look for the giant pillar of rock standing in the middle of the path. Super-jump on top of it to reach the Yellow Diamond. Grab it, refill your water supply and head into the cave. There is another Dantini here, so be wary. Put out all the fires in this small area and rescue the Gobbos. To the right is an area that splits into two left passages, along with a Blue Gummi ring sitting behind a wall of fire. Put out the fire, rescue the Gobbos (you should now have eight) and use your Blue Gummi to reach a Heart and the Green Diamond. Jump down and take the second left. There is one trapped Gobbo here, along with another pool, so refill and head back the way you came to take the first left. Follow the path to the next small area, where two Gobbos lie on top of giant rocks. Super-jump as you did to get the Yellow Diamond to rescue the first, then climb the wall and do a Croc 'N Roll to reach the other. Climb back up the wall, put out the fire (you should now be up to 14), and super-jump up to the rock on the left to snag the Blue Diamond. Continue along the path—rescuing three more Gobbos trapped in quicksand—and grab the next two Gobbos right before the cave entrance. Use your Toy Gobbo in the middle of the pond to reach the Red Diamond. Rescue the last two Gobbos on your right before entering the cave. Ring the gong, ride the balloon down and stand at the edge of the lava. Shoot water from here, as you will not be able to jump across and rescue the four Gobbos here without doing so. There are four more trapped Gobbos on the other side, but you won't be able to get them until you go through the cave and grab some water from the pool there. Save the last four Gobbos (you should now have 29), then head back through the cave to the other side. From the pool, head right. There are two trapped Gobbos on the way to the next area. When you see a bridge above you, super-jump up to it and rescue the lonely Gobbo to the right. Head back across the bridge. To the right you should see another Gobbo trapped by a burning tree. Free him and take care of the Dantini with a smack from Croc's tail. Just below to the left, you will see a platform crate that is in a locked cage. You don't have the key just yet, but it lies right around the corner. Jump back down off the bridge that led you here and enter the cave.



You should now be in an area with green platforms. Jump up and cling to the platforms, rescuing the four Gobbos here, then go back to the beginning and super-jump up to the top of the green walkway to grab the key, a Heart and the Purple Diamond. Grab the final trophy and put out the flames just ahead of you, freeing the trapped Gobbo on top of the rock pillar. Just beyond here lie four more Gobbos, bringing the total count up to 40. Before moving on, make your way back to where you needed the key to get to a platform crate. You can now open this crate, thus freeing the four Gobbos trapped in the middle of the lava. Last but not least, head back to where you were before. Break open the crate platform next and make your way across the lava to the far cave entrance. Enter the cave, put out the fires to your immediate right and left, rescue the Gobbos and refill your water supply from the pool on the left. You should now have 48 Gobbos. Follow the path straight, leading back to the beginning of the stage and freeing the final two Gobbos. Walk straight ahead and exit the cavern.

Level 7 Caveman Tribe Secret Mine

Required Items: None



Immediately after saving the trapped Gobbos, you will be whisked away to fight the Village Masher. Simply exit the stage and head over to the Trophy door. Once on the mine cart, follow these specific instructions to reach the Golden Puzzle Piece. First hold **Left** to avoid falling off the track, then hold **Right**. After you see the track first split off to the right, pass the split, then hold **Right** to keep going straight instead of left. Hold **Right** again to keep Croc from plummeting to certain doom, then continue to hold **Right** at the split to go straight ahead instead of left. After the track dips down then back up, look for the end of the track and jump to the next series of tracks. Finally, just continue to hold **Left** until the cart stops. Run down through the cave, jump over the pools of lava and grab the third Puzzle Piece.

Level 8 The Village Masher

Required Items: None



From the entrance, super-jump off of the first Diamond crate onto the bridge and head left through the cave entrance. It seems that the final boss, Village Masher, is nothing more than a fire-breathing dinosaur robot, capable of burning villages to the ground with its fiery breath. Fortunately, the Gobbos are here to help you and offer their assistance. The Gobbos will throw you a bucket that is able to hold water, which you will need to fill up at the nearby pool. After filling up the bucket, wait for the Village Masher to run around for a bit until it is ready to spit fire. When it opens its mouth, toss the bucket in to cool him off. Repeat this two more times until the Village Masher is K.O.'ed. Finally, go have a chat with Pete and travel to the Inca Village.



Inca Village

As Croc enters this village, he first inquires about his lost parents. The Gobbo tells him that there is a person here who can help him find his parents and return home, but he is missing. Truly a model of the ancient city from times past, the Inca Village is rather scaled down. In the center of the city lies a giant pyramid, presumably where the Professor has gone and never returned. On the way to the "Up the Waterfall" level, be sure to stop by the lonely Gobbo in the middle of the stage drinking Ginger soda. He will issue you a challenge: to drink more soda and burp longer than him. If you have a controller with auto-fire, this won't be difficult. Keep pressing × as fast as you can to drink, then Croc will let out a huge burp when he is done. You will then be rewarded handsomely with 100 Diamonds.

Level 1 Save 30 Gobbo Babies!

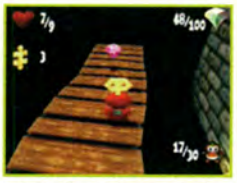
Required Items:
Toy Gobbo



Red Diamond
Upper level, left staircase, on top of small hill near caged Gobbo



Green Diamond
Lower level, opposite playpen, behind giant thumb statue



Purple Diamond
Upper right level, inside room (use Toy Gobbo to reach)



Blue Diamond
Lower level, on top of stairs next to wall opposite playpen



Yellow Diamond
Large room, in center of garden

Saving 30 Gobbo babies is no easy task; it may take some time to complete. When you find a baby, you must take it and place it into a playpen in order to keep it safe. There are many babies on the lower level that require rescuing. Look everywhere for them; they will be hidden in statues, locked in cages or even being kidnapped by Dantinis. On your way to collect all the Gobbos on the lower level, walk straight from the playpen to where a caged Gobbo sits and climb up the stairs to the left to get the Blue Diamond. Go back to the playpen, make a right and go down the alley to grab the first key. Free the closest trapped Gobbo and head around the side of the building where you can enter a small house through a door. The door should be sitting by the left stairs. Go inside the house and grab some more Gobbos.

Without going up the left stairs and without going through the walkway next to the Blue Diamond, you should now have freed eight Gobbos. Go back to the left staircase and climb up the stairs. Run past the Dantini and pass the second bridge, then jump up to the ledge on your left. Jump to the next ledge, grab the key, then super-jump up to the bridge and grab the Gobbo. Make your way back to the playpen and toss the baby in, then head over to where the Blue Diamond was and rescue the baby in the cage. Run through the hallway in front of you, rescue the next two babies (you should now have 12), grab the Green Diamond behind the statue and take the stairs to the left. There are five more babies in this next area—including the one on top of the ledge by the playpen—so be sure to grab them all. Just next to the playpen on the left is another door that leads into a room. Go inside and use your Toy Gobbo to grab the Purple Diamond, then climb up the ladder to snag a Heart and a key that you will need later. From the playpen, follow the path around to the left and head up the stairs to the next area. This large area contains many Gobbos; some are on the ground and some are on the wooden walkway above. Be sure to collect them all. The bottom part of this level contains two Gobbos as well as the Yellow Diamond. From the playpen, walk straight ahead and look for the Yellow Diamond sitting in the middle of a garden. Collect the two Gobbos on the bottom (ignoring the wooden platform above for now) and head out of the exit on the opposite wall of the playpen. If you have done some exploring, you will note that this path simply leads you back to the beginning.

Without saving the Gobbos on the wooden platform above you, your count should now be at 19. Walk under the bridge and head down the stairs by the large grassy hill. Climb the hill, grab the Red Diamond and the trophy, then save the caged Gobbo. Just to the right of the spot where you grabbed the trophy, you will see two Dantinis pushing some Gobbos on a swing set. Free these two, then walk past the playpen and into the small alley on the left where four Gobbos are swinging on a suspended merry-go-round. Save them (you should now be at 26), then head back into the large previous room and rescue the final four on top of the wooden platform. After you throw the final Baby into the pen, make your way back to the exit.

Level 2 Up the Waterfall

Required Items:
Blue Gummi, Toy Gobbo



Red Diamond
After Green Diamond, on top of ledge before second door, super-jump off box onto platform to reach



Green Diamond
Just inside mountain cave, swing across vine to ledge



Purple Diamond
Just after Blue Diamond, on top of tree



Blue Diamond
Near last cave entrance (use Toy Gobbo)



Yellow Diamond
Near beginning of stage on ledge (use Blue Gummi to reach)

Climbing a waterfall should be easy for one of nature's best swimmers, but this waterfall packs some twists and turns. As soon as you enter, make your way across the crumbling platforms and use your Blue Gummi on the right side next to the cliff and grab the Yellow Diamond. Jump down the ledge and run over to the platforms on the left side of the waterfall. Jump up the platforms, super-jump onto the cliff and make your way along the edge. A Dantini lies in ambush around the corner, so try not to get hit by his magic blasts. Climb up the wall at the end and jump across the three platforms that will take you across the waterfall. Climb up the long vine-covered wall, trot across the bridge, cross the small pond and head in the entrance to the inside of the mountain.

Be sure to ring the gong once inside; things will get a bit more difficult from here out. Super-jump onto the high platform at the water's edge and swing across to grab the Green Diamond. Jump in the water and carefully swim past the spitting frogs, avoiding their deadly poison blasts. Jump across the breakaway platforms on top of the spikes and follow the trail of Diamonds around to the other side. Take the river raft to the next part of the cavern. Don't go through the next door just yet; instead, head over to the far side of the cavern where a Diamond box is sitting. You only have one chance to jump here, so make it count! Super-jump off the crate onto the first platform, grab the Heart, then jump onto the next two platforms and grab the Red Diamond at the end. Jump back down and take the door that leads outside. Turn right and jump across the box and platforms to reach the other side, then jump on the stone statue up to the next plateau.

Follow the path along the right and jump up on the stone boulder sitting in the middle of the screen. Super-jump off the boulder onto the tree branch above, then up to the next ledge by the waterfall. The waterfall's current is very swift here and will require many jumps to cross, lest Croc be swept over the edge. Once across the waterfall, walk through the door that leads back inside the cave. Stand on the lip of the cliff and jump for the snake's tail to make the first swing. Carefully jump and swing across to the other side, then head through the door. Run down the mountainside, across the bridge and up onto the boulder where you can jump up to the next level. Use your Toy Gobbo here to collect a Heart and the Blue Diamond. Carefully make your way across the next bridge past the Dantini, jump up to the tree that is sitting in the middle of the path and grab the Purple Diamond at the top. Grab the trophy and go through cave that leads to the backside of the mountain. Make your way around the Dantini, head left across the small pond, climb up the mountain and cross the last part of the waterfall to reach the water mill up top. Jump up to the top and press the red button to beat the stage.



Level 3 Dante's Peak

Required Items: None

The next four levels are linked consecutively; that is, you can't save your game between levels, so save as many Hearts as you can for Goo Man Chu's level. One inside the temple, Croc takes to the sky to do battle with Baron Dante, the King of the Dantini. Dante sits in the middle of the stage, chucking bombs with parachutes on them. When you finally see him, he comes out from behind the mountain and begins to throw fireballs at you. Avoid the fireballs and aim for the round amulet-shaped item on his belly, then fire. Do this three times and Baron Dante will be sent plummeting off the mountain.





Level 4 Bride of the Dungeon of Defright

Required Items: None

After defeating the Baron, you are whisked away to the Dungeon where you'll meet the missing scientist. He tells you that you must fight your way through the dungeon and defeat Goo Man Chu, the end boss of the level, in order for you to get home. You start in a room with four plungers. Every time you jump on a plunger, it will make the stone platforms rise accordingly, allowing you to jump up and grab the key to the right and free the caged Gobbo to the left. You can jump on each plunger seven times to raise the platforms to their maximum heights. It may take some practice to reach both sides; you will find it easier to make the last jump to the ledge with a super-jump. After freeing the Gobbo, the door next to him will open. This next room is fairly easy. Simply do a Croc Smash on each of the arrows on the floor; the bomb crate will move in that direction. Set the arrows up so the crate is pushed into the Gobbo's box and he will be freed. Through the next door you will find a magic flying box. No matter how hard you run after it, it always seems to elude you. To catch the box, run in a tight circle next to the box, taking the inside next to it. After a couple laps of running around, you should be close enough to the box to touch it. Jump on it to break it and grab the key, then set the Gobbo free and move on.

The next room is a piece of cake. TNT barrels will fall out of the sky, allowing you to catch them and toss them onto the Gobbo's glass prison. Look for a shadow on the floor; this will tell you where the next TNT barrel will land. The next room might take a bit of practice. There is a blue plunger in here that will raise a stone platform on the other side of the room every time it is jumped on. Every time the plunger is pressed, it moves to a different stone pillar in the room. The only way to get from pillar to pillar is with a controllable platform. You must be quick! If the blue plunger isn't pressed within five seconds of its appearance, it will disappear and you will have to start over. Free the Gobbo on the other side and walk into the next room.

Level 5 Goo Man Chu's Tower

Required Items: None



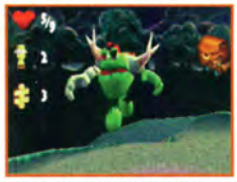


Finally—Goo Man Chu's Tower! As soon as you enter, run! Watch out for the sliding platform that might leave you in the drink if you aren't careful. If you don't make it to the wooden plank by the time the green slime starts to rise, Croc is done for. Jump off the platform before it rises all the way to the top and run to the right very quickly to make the next platform. Once again, jump off before the wooden platform makes it all the way to the top and begin jumping up the stone stairs. Watch out for another sliding platform on your way to the next wooden plank. Finally, jump off the last wooden platform and jump up the stone steps—avoiding another sliding platform—and go into the small set of rooms inside. Make sure you pick up all the Diamonds in the rooms! They will help you on your way to battle against Goo Man Chu.

As you enter, be wary! Pesky Dantini Slime will start to appear, hitting you out of nowhere. Walk up the tunnel and make a right to hit a gong. Go back into the previous room and take the left exit. You will now be back in Goo's tower. Immediately start running to the right and watch out for two sliding door platforms. Once past these platforms, keep running or the ground will fall out from beneath you. Jump on the wooden plank and up to the next level. Two more sets of stone steps lie ahead, along with two more wooden platforms. Scale these and take the door into the next area. Make your way through the small rooms, stopping just in the room opposite of the exit door to hit a gong. Take the door back out and immediately start to run to the right past the dropping floor. Take the platform up to the left, then back up to the right, avoiding the sliding platforms on the way to the next door. Again, make your way through the series of small rooms—avoiding the Dantini Slime—and ring the gong in the room just left of the exit door. Go through the door and run to the right once again. The green slime seems to be rising faster now, so try to time your jumps as you cross the two sliding platforms on the way to the next door to keep from being swallowed by the green goo. If you have collected all the Diamonds thus far, you should reach 100 here in the last room before the exit door. You should now have full Hearts again! Walk into the next door and be prepared to fight Goo Man Chu! He's actually a pushover; the hardest part of the level is actually just getting here. Simply walk around the walkway and look for the red drain release behind Goo. Hit it with your tail and Goo goes screaming down the drain. What a whirl!

Level 6 Dante's Final Battle

Required Items: None













No rest is necessary, thank you. You are back in the Inca Village, only everything has gone black. The final confrontation between Croc and Baron Dante lies ahead. There are ominous clouds in the sky and the Inca village has been destroyed. You see the professor on the way in; he tells you to keep Dante occupied while he attempts to open a portal. Here's what to do: There are a group of five Colored Diamonds sitting near the edge of the basin. The professor has to collect all five Diamonds and place them in certain spots in order to open the portal. While Dante himself is throwing giant fireballs at you, he will dispatch his Dantini minions to try to kidnap the professor, thus making it impossible to open the portal. While avoiding Dante's fireballs, keep his lackeys at bay with a swift swat of your tail. Be cautious! After the Professor places a colored Diamond down in its specific location, Dante will become angry and will attempt to blow you off the edge of the plateau with his powerful breath. Run against Dante's bad breath to keep from rolling over the edge and continue this process until the professor places all five Diamonds down. As the last Diamond is placed, a portal opens and sucks poor Dante into it, reducing him to nothing more than a cloud of dust. Dante is defeated!

Level 7 Inca Tribe Secret Maze

Required Items: None





Wait a minute...what happened to the last Trophy Door? For you hardcore gamers who are looking to finish 100 percent of the game, now is your chance. After beating the Baron and viewing the end credits, the game automatically loads up back at the Inca Village stage. The final Trophy Door lies on the left side of the giant pyramid on the middle tier. The maze is quite large and somewhat frustrating, since every path looks similar and there are few landmarks to lead you in the right direction. The path to the Golden Puzzle piece is rather simple. From the entrance, turn left and go down the left tunnel directly behind you. Follow the path until it forks, then go right. Immediately after you turn right, the path splits again. You should see a Diamond crate in front of you on the right path. Take the left path instead and follow it until you have to choose between going straight down a long narrow path or heading left. Keep going straight. The path will then turn to the left by a Diamond crate, where you can go right or straight. Go straight past the two stone statues and follow the path until it forks left or right. If you look down the right path, you should be standing in front of a small stone archway. Go under the archway and into the large room that contains the final Puzzle Piece.

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COOL ZONE

Are you all worked up from playing hardcore video games all day long? Looking for somewhere to relax...to kick your shoes off and chill out? There's only one place you can go...



This plush servbot doll from The Misadventures of Tron Bonne can be found in the Capcom goods store in Japan. His hands...er, pincers...have velcro on them so he can hang on your arm. There are three variations of the servbot dolls and they all look unhappy. Wouldn't you be if you were constantly abused by Mega Man?



Palisades Marketing has been bringing Tekken 3 action figures sculpted by Hiroki Hayashi to the U.S. The second series of these 1/10 scale figures have hit Japan and they should be coming out here any moment. We brought back True Ogre from Japan to give you a sneak peek at what's coming. Other figures from Series Two include Heihachi, Yoshimitsu and Jin Kazama.



Are you the King of the Iron Fist Tournament? Anatole won this bizarre Tekken trophy from a redemption machine at a Namco arcade in Tokyo. Although it's all shiny and gold, it's just a plastic piggy bank. If you beat the Arcade Mode in Tekken 3 with Hwoarang, you can see the ending where he's holding the silly Heihachi trophy.

Ara picked up this cute plush Chao doll from the Otakon anime conference that was held in Baltimore this past summer. Several other plush dolls from Sonic Adventure should be hitting stores soon as the Dreamcast hype machine keeps churning.





Here's another piggy bank in the form of Data from Mega Man Legends. This is also from the Capcom goods store in Japan. Also available is the servbot piggy bank we featured in our January issue.



Ione has these awesome Pokémon desk accessories on her desk, so we sneaked up and snagged them to give you a good look. They're currently available at Kay-Bee stores everywhere.



Pikachu stapler



Bulbasaur pencil sharpener



Jigglypuff tape dispenser



Polywhirl tape measure

These Um Jammer Lammy dolls (Lammy and Ma-San) are about as big as a regular beanie baby. These were obtained in Japan and should be appearing at several import shops. Unfortunately, Sony isn't too involved in marketing its video game characters out here in the U.S. We recently e-mailed Ma-san on behalf of Ara (he was too shy) and we still haven't gotten a response. If you're reading this Ma-San, please tell us what you think of Ara!

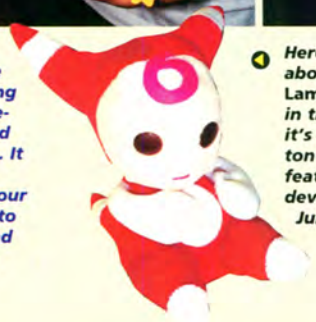
At Otakon we met Shin Kurokawa, Associate Producer/Translator for Animeigo. He showed us this super-cool toy he purchased in Japan. It's a plastic alligator with a row of white teeth that you can push down with your finger. Push down the wrong tooth and snap! The upper jaw comes crushing down! Well, it doesn't really hurt. Pull the jaw back up into place and it's ready for another round. The complex mechanism inside ensures that the "trigger tooth" changes position each time. There's also a smaller version you can attach to your keychain!







Squall & Bahamut Resin Statue
Palisades Marketing is distributing this awesome pre-assembled, pre-painted resin model of Squall and Bahamut, created by Kotobukiya. It stands 10.5 inches high and it's extremely detailed. Hold on to your pocketbook though; you'll have to shell out around $160 for this bad boy! A statue depicting Rinoa & Siren is also available.



Here's the Devil Dice guy. He's about as tall as the Um Jammer Lammy dolls. Devil Dice did OK in the U.S. but in Japan (where it's called XI) it's all the rage; a ton of merchandise is available featuring the adorable little devil (see Japan Report in our June issue).

BACK ISSUES



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November '96 (BTT1196)



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January '97 (BTT0197)



April '97 (BTT0497)

1996

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazookatone

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - NiGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, KizunaEncounter

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September - Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October - Thrill Kill: F-Zero X, The Fifth Element, Street Figter alpha 3, Moto Racer 2, Iggy's Reckin' Balls Kagero: Deception II, Soul Caliber, Spice World + Game Boy Camera Secrets

November - Tenchu: Stealth Assassins: GT64 Championship Edition, Colony Wars: Veneance, Knife Edge, Duck Nukem:Time to Kill, Ninja: Shadow of Darkness, Metal Gear Soild (Part 1)

December - The Legend of Zelda: Ocarina of Time (Part 1): Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Soild (Part 20)



May '97 (BTT0597)



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JAPAN REPORT!

by Anatole Brown

Seaman Dreamcast



Sega of Japan just released an exclusive Dreamcast to promote Vivarium's *Seaman* game. This limited-edition console has the *Seaman* logo on the machine, VMS unit and controller. The Dreamcast and peripherals all have a smoky see-through color called "Seaman Jelly White." Only 500 units will be sold through the HMV music store chain in Japan to promote the release of *Seaman*. What is *Seaman*, you ask? *Seaman* is an extremely bizarre "virtual pet" game in which you raise a strange fish with a human face. The game comes with a special Dreamcast microphone that allows you to talk to your Seaman. Seaman evolves in different ways depending on how your conversations develop with him. The *Seaman* Dreamcast model is meant to attract those people who wouldn't normally buy games, thus the unit is being sold in music stores. Sega hopes that this will promote the image that the Dreamcast is a flexible medium for which all kinds of possible marketing styles can emerge. *Seaman* is also scheduled to be released here in the U.S. sometime next year.





Wonder Gate



Sometime this year, Bandai plans to release a connector that attaches to its handheld WonderSwan system and any cell phone. This new device called *Wonder Gate* will allow WonderSwan owners to browse the web and send and receive e-mail. Bandai's web site which will service *Wonder Gate* is called LaLaBit.com. LaLaBit will allow you to download several mini-games and WonderSwan-related news. Bandai plans to release several more titles in cartridge format that will allow Internet play. Although the WonderSwan will probably never come to the U.S., Game Boy owners will be pleased to know that Nintendo is also planning to have the Game Boy connect to cell phones. It looks like the cell phone is slowly becoming a necessary peripheral for gamers!





Mini Music Teacher



In August, Riverhill Soft launched a neat PocketStation utility for musicians called *Pocket Tuner* in Japan. Like most PocketStation exclusive software, *Pocket Tuner* comes in a budget-priced PlayStation disc (2,800 yen or about $22). The information on the disc is loaded onto the PocketStation via the PlayStation. The *Pocket Tuner* serves as a chromatic tuner, metronome and music teacher. The portability of the PocketStation makes this music utility a natural fit. Here are the available modes:



Tuner—Chromatic Tuner that utilizes the PocketStation's speaker as a microphone. The range can go from C on Octave 0 all the way to B on Octave 6. You can adjust concert A between 438 hz and 440 hz. A visual meter helps tone-deaf people tune more accurately.



Beat Trainer—A standard metronome with speeds ranging from 30 bpm to 250 bpm. It can do various rhythm styles in 1/4, 1/8, 1/16 or in thirds. A special sound indicates where the accent is placed.



Interval Exam—The interval exam plays two different notes and you have to guess how far the interval is between the two notes. Great for sharpening your listening skills.



Perfect Pitch—People with perfect pitch have a natural ability where they can hear a sound and immediately identify what note it is on the musical scale. In this mode, the PocketStation will play a sound and you have to guess what note it is. Could it be possible to learn perfect pitch?



Beat Keeper—The PocketStation will play a couple of measures of a certain beat and cut out. You have to retain the beat by pressing the buttons and see if you're still in rhythm when the beat comes back in. A good practice for drummers.

Scores for the Interval Exam, Perfect Pitch and Beat Keeper are all stored into the PocketStation. You can then insert the PocketStation into the PlayStation, turn it on with the *Pocket Tuner* disc and a progress graph will show you how you've improved over a course of weeks. Pretty cool! With innovative software like *Pocket Tuner*, it's really a wonder why the PocketStation won't be released here in the U.S. If you're lucky enough to own one, go check this one out; it's better than a hysteria-driven music teacher!

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